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Bibliography.

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Summary.

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(57) [Abstract]

[Technical problem] Even when a hold sphere exists, the pachinko game machine with which the feelings that the game person itself stopped change of a pattern are obtained is offered.

[Means for Solution] It has the display 24 with which the pattern of plurality [machine / pachinko game / 10] is change-displayed or halt displayed, and in display 24, among two or more identification information pictures, a change indication of at least one or more identification information pictures is always given, and a halt indication of the change display identification information picture ignited by the pachinko ball which a game person discharges having carried out the ON sphere to the starting mouth 44, and having shifted to the winning-a-prize state is always given. In this pachinko game machine 10, picture production which is different before and after shifting to a winning-a-prize state is performed.

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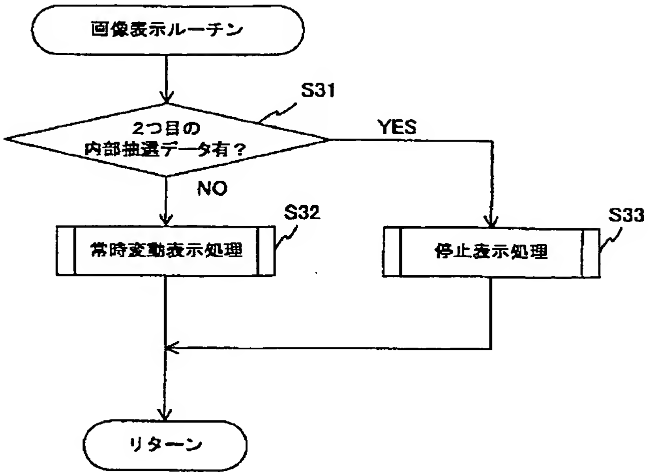

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CLAIMS

[Claim(s)]

[Claim 1] Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and it sets to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. [before and after being the pachinko game machine ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state with which a halt indication of the change display identification information-always / aforementioned / picture is given and shifting to the aforementioned winning-a-prize state] The pachinko game machine characterized by performing different picture production.

[Claim 2] Two or more identification information pictures are equipped with the

display by which a change display or a halt indication is given, and it sets to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state A winning-a-prize change period until a halt indication of the identification information picture by which it is always [aforementioned] indicated by change after the identification information picture by which it is always [aforementioned] indicated by change is the pachinko game machine by which it is indicated by halt and shifts to the aforementioned winning-a-prize state is given, The pachinko game machine usually characterized by performing picture production in which an identification information picture is always changed, without shifting to the aforementioned winning-a-prize state, and which is always different then with a change period.
[Claim 3] Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and it sets to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state The picture control method of the pachinko game machine which the identification information picture by which it is always [aforementioned] indicated by change is the picture control method of the pachinko game machine by which it is indicated by halt, and is characterized by performing picture production which is different before and after shifting to the aforementioned winning-a-prize state.
[Claim 4] Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and it sets to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state The server characterized by making picture production which is different before and after the identification information picture by which it is always [aforementioned] indicated by change is the server which performs picture control of a pachinko game machine by which it is indicated by halt and shifts to the aforementioned winning-a-prize state perform to the aforementioned pachinko game machine.
[Claim 5] Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and it sets to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned

identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state [before and after the identification information picture by which it is always / aforementioned / indicated by change is the picture control method of the pachinko game machine by which it is indicated by halt and shifts to the aforementioned winning-a-prize state] The storage with which the program which can perform the picture control method of the pachinko game machine characterized by making different picture production perform to the aforementioned pachinko game machine is memorized.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]
[0001]
[The technical field to which invention belongs] this invention relates to the picture control method of a pachinko game machine and a pachinko game machine, a server, and a storage.
[0002]
[Description of the Prior Art] In recent years, the slot machine with a game person able to obtain an advantageous game result according to the own game force is very in fashion. Although it is said that this slot machine shifts to a great success game according to the content of combination of the pattern at the time of stopping three rotating drums which a game person rotates after a medal injection and lever operation by pushing each push button, and stopping The timing of a halt of a rotating drum has started operation of a game person altogether, and in order to stop a rotating drum in a predetermined pattern, a game person performs a game, such as performing the so-called eye push hit and carried out, or changing the turn which a push button pushes, making full use of various game techniques. It is thought that it is one of the factors in which the slot machine is in fashion at the

place which makes full use of such a game person's game technique make.

[0003] On the other hand, by performing games, such as an adjustable display game, in display, such as a liquid crystal display panel, in a pachinko game, the interest of the game person who plays a pachinko game was made to maintain, and the attempt which ****s bored and uses a game person as a ** plug has been made. An adjustable display game here is a game which imitated the game made in a slot machine, and is set to a pachinko game machine. It is begun to change each of two or more patterns ignited by the pachinko ball having carried out the ON sphere to the starting mouth, and the pachinko game is played to shift to a great success game when the combination of these patterns stopped automatically turns into a predetermined combination (for example, "7"-"7"-"7").

[0004]

[Problem(s) to be Solved by the Invention] However, in the conventional pachinko game machine, since the pattern currently changed was made as [stop / automatically / not related / with operation of a game person], the game person was able to demonstrate the game force only by carrying out as many ON spheres of the pachinko ball as possible to a starting mouth. For this reason, it is requested that a game person should enable it to participate in a halt of a change pattern positively, i.e., give a game person's technical intervention nature to a pachinko game machine.

[0005] Moreover, after carrying out the ON sphere of the pachinko ball to a starting mouth, when it is only seeing the pattern stopped automatically, there is also no means by which it changes a game situation by the own force for a game person when a blank game is performed continuously and it will be sensed even by pain in a pachinko game, it is.

[0006] On the other hand, in JP,2001-239023,A, the pattern is beforehand indicated by change (the thing of such a change mode is called "regular change"), and a pachinko game machine which is made to stop change of a pattern ignited by the pachinko ball having passed through the predetermined gate by operation of a game person is proposed. Although it is a thing aiming at shortening the change stop time of a pattern as a pachinko game machine with which a game person can participate in a halt of a change pattern positively although this pachinko game machine is a thing aiming at shortening the change stop time of a pattern, it is also possible to recognize as a pachinko game machine with which a game person can participate in a halt of a change pattern positively.

[0007] However, in such a pachinko game machine, since two or more change patterns stop continuously when the so-called hold sphere exists (when it is stocked that the pachinko ball carried out the ON sphere to the starting mouth), the feelings that it was very unclear whether the pattern was changed from the start, and the game person itself stopped change of a pattern become is hard to be obtained.

[0008] Moreover, there is a pachinko game machine with which various screen production is developed in the display mentioned above. As these production, there are production which substitutes the content of production in order to raise the hope which shifts to a state advantageous to a game person on the basis of the production of the usual screen, production on which it stops in the combination of a kind from which a pattern once differs, and begins to change a pattern again after that, for example. Moreover, various kinds of production is performed by the background image displayed not only with the picture as which a pattern is displayed but with its pattern, the character picture, etc.

[0009] However, production is started to predetermined timing, since production is further performed ignited by having carried out the ON sphere to the starting mouth, in the pachinko game machine in which the pattern is beginning and carrying out shell change also in the usual pachinko game machine, production is performed similarly, and a background image, a character picture, etc. do not come to solve the problem mentioned above.

[0010] this invention aims at offering the pachinko game machine with which the feelings that the game person itself stopped change of a pattern were obtained, even when a hold sphere exists, while it is made in view of the **** technical problem mentioned above and a game person enables it to participate in a halt of a change pattern positively.

[0011]

[Means for Solving the Problem] In order to attain the above purposes, the pachinko game machine of this invention is characterized by performing picture production which is different before and after shifting to the aforementioned winning-a-prize state.

[0012] More specifically, this invention offers the following.

[0013] (1) Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and set to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. [before and after being the pachinko game machine ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state with which a halt indication of the change display identification information-always / aforementioned / picture is given and shifting to the aforementioned winning-a-prize state] The pachinko game machine characterized by performing different picture production.

[0014] According to invention of (1) mentioned above, it can distinguish now whether it is changing without the identification information picture by which it is indicated ["picture production which is different before and after shifting to the aforementioned winning-a-prize state is performed"'s, and] by change in the face of the game person shifting whether it is changing in the state of winning a prize to a winning-a-prize state, and it is generated in possibility that a game person can grasp a game state clearly. Moreover, when it succeeds in a game person doing passage or the ON sphere of the pachinko ball to a position and the production by the light source changes, possibility of becoming easy to obtain the feelings of having stopped change of a pattern by one's hand produces a game person.

[0015] Furthermore, in the pachinko game machine of this invention, although a game person also tends to sense pain, since it is directing using a picture, possibility that a game can be performed produces seeing the pattern always changed for a long time, without a game person sensing tedium. Possibility that high production of appeal nature can be performed arises by directing using a picture further again also to the game person to whom it is devoted to a game and the visual field is narrow.

[0016] (2) Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and set to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state A winning-a-prize change period until a halt indication of the identification information picture by which it is always [aforementioned] indicated by change after the identification information picture by which it is always [aforementioned] indicated by change is the pachinko game machine by which it is indicated by halt and shifts to the aforementioned winning-a-prize state is given, The pachinko game machine usually characterized by performing picture production in which an identification information picture is always changed, without shifting to the aforementioned winning-a-prize state, and which is always different then with a change period.

[0017] "According to invention of (2) mentioned above A winning-a-prize change period until a halt indication of the identification information picture by which it is always [aforementioned] indicated by change after shifting to the aforementioned winning-a-prize state is given, With a change period, always [usual] an identification information picture is always changed, without shifting to the aforementioned winning-a-prize state then It can distinguish now whether it is during the winning-a-prize change, and whether the identification information picture by which it is indicated [that different picture production is performed"'s and] by change in the face of the game person is usually always in a change period, and possibility that the game person itself can grasp a game state clearly arises. Moreover, when a game person is able to succeed in carrying out passage or an ON sphere to a position and is able to make a pachinko ball usually always shift to a winning-a-prize change period from a change period, possibility of becoming easy to obtain the feelings of having stopped change of a pattern by one's hand produces a game person.

[0018] Furthermore, in the pachinko game machine of this invention, although a game person also tends to sense pain, since it is directing using a picture, possibility

that a game can be performed produces seeing the pattern always changed for a long time, without a game person sensing tedium. Possibility that high production of appeal nature can be performed arises by directing using a picture further again also to the game person to whom it is devoted to a game and the visual field is narrow.
[0019] (3) Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and set to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state The picture control method of the pachinko game machine which the identification information picture by which it is always [aforementioned] indicated by change is the picture control method of the pachinko game machine by which it is indicated by halt, and is characterized by performing picture production which is different before and after shifting to the aforementioned winning-a-prize state.
[0020] According to invention of (3) mentioned above, it can distinguish now whether it is changing without the identification information picture by which it is indicated ["picture production which is different before and after shifting to the aforementioned winning-a-prize state is performed"'s, and] by change in the face of the game person shifting whether it is changing in the state of winning a prize to a winning-a-prize state, and it is generated in possibility that a game person can grasp a game state clearly. Moreover, when it succeeds in a game person doing passage or the ON sphere of the pachinko ball to a position and the production by the light source changes, possibility of becoming easy to obtain the feelings of having stopped change of a pattern by one's hand produces a game person.
[0021] Furthermore, although a game person also tends to sense pain, since seeing the pattern always changed for a long time is controlling by the picture control method of this invention to direct using a picture in a pachinko game machine, possibility that a game can be performed arises, without a game person sensing tedium. Possibility that high production of appeal nature can be performed arises by controlling further again to direct using a picture also to the game person to whom it is devoted to a game and the visual field is narrow.
[0022] Moreover, two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and it sets to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state A winning-a-prize change period until a halt indication of the identification information picture by which it is always [aforementioned] indicated by change after the identification information picture by

which it is always [aforementioned] indicated by change is the picture control method of the pachinko game machine by which it is indicated by halt and shifts to the aforementioned winning-a-prize state is given, You may constitute the picture control method of the aforementioned pachinko game machine so that picture production on which identification information pictures usually always differ **** then with a change period in change, without shifting to the aforementioned winning-a-prize state may be performed.

[0023] since it is controlling to perform picture production which is usually always different from a winning-a-prize change period in a change period in a pachinko game machine according to the picture control method of this invention, it can distinguish now whether it is during the winning-a-prize change, and whether there is usually always any identification-information picture by which it is indicated by change in the face of a game person during the change, and the possibility that the game person itself can **** a game state clearly ****s -- ** Moreover, in a pachinko game machine, when it is able to succeed in a game person doing passage or the ON sphere of the pachinko ball to a position and is able to be made to usually always shift to a winning-a-prize change period from a change period, possibility of becoming easy to obtain the feelings of having stopped change of a pattern by one's hand produces a game person.

[0024] Furthermore, although a game person also tends to sense pain, since seeing the pattern always changed for a long time is controlling by the picture control method of this invention to direct using a picture in a pachinko game machine, possibility that a game can be performed arises, without a game person sensing tedium. Possibility that high production of appeal nature can be performed arises by directing using a picture further again also to the game person to whom it is devoted to a game and the visual field is narrow.

[0025] (4) Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and set to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state The server characterized by making picture production which is different before and after the identification information picture by which it is always [aforementioned] indicated by change is the server which performs picture control of a pachinko game machine by which it is indicated by halt and shifts to the aforementioned winning-a-prize state perform to the aforementioned pachinko game machine.

[0026] According to invention of (4) mentioned above, by "picture production which is different before and after shifting to the aforementioned winning-a-prize state is made to perform to the aforementioned pachinko game machine"'s It can distinguish now whether it is changing without the identification information picture by which it is indicated by change in the face of the game person shifting whether it is changing in the state of winning a prize to a winning-a-prize state, and possibility that a game person can grasp a game state clearly arises. Moreover, in a pachinko game machine, when it succeeds in a game person doing passage or the ON sphere of the pachinko ball to a position and the production by the light source changes, possibility of becoming easy to obtain the feelings of having stopped change of a pattern by one's hand produces a game person.

[0027] Furthermore, although a game person also tends to sense pain, since seeing the pattern always changed for a long time is controlling by the server of this invention to a pachinko game machine to make it direct using a picture, possibility that a game can be performed arises, without a game person sensing tedium. Possibility that high production of appeal nature can be performed arises by making it direct using a picture further again also to the game person to whom it is devoted to a game and the visual field is narrow.

[0028] Furthermore, a merit, like the management efficiency of a pachinko game machine increases may arise by using a server.

[0029] Moreover, two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and it sets to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state A winning-a-prize change period until a halt indication of the identification information picture by which the identification information picture by which it is always [aforementioned] indicated by change is the server which performs picture control of a pachinko game machine by which it is indicated by halt, and it is always [aforementioned] indicated by change after shifting to the aforementioned winning-a-prize state is given, Usually, you may constitute the aforementioned server so that picture production in which an identification information picture is always changed, without shifting to the aforementioned winning-a-prize state and which is always different from a change period then may be made to perform to the aforementioned pachinko game machine.

[0030] Since it is controlling to make picture production which is usually always different from a winning-a-prize change period in a pachinko game machine in a change period perform according to the server of this invention, it can distinguish now whether it is during the winning-a-prize change, and whether there is usually always any identification information picture by which it is indicated by change in the face of a game person during the change, and possibility that the game person itself can grasp a game state clearly arises. Moreover, in a pachinko game machine, when it is able to succeed in a game person doing passage or the ON sphere of the pachinko ball to a position and is able to be made to usually always shift to a winning-a-prize change period from a change period, possibility of becoming easy to obtain the feelings of having stopped change of a pattern by one's hand produces a game person.

[0031] Furthermore, although a game person also tends to sense pain, since seeing the pattern always changed for a long time is controlling by the server of this invention to make the production which used the picture for the pachinko game machine perform, possibility that a game can be performed arises, without a game person sensing tedium. When a pachinko game machine directs using a picture, possibility that high production of appeal nature can be performed arises further again also to the game person to whom it is devoted to a game and the visual field is narrow.

[0032] Furthermore, a merit, like the management efficiency of a pachinko game machine increases may arise by using a server.

[0033] (5) Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and set to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state [before and after the identification information picture by which it is always / aforementioned / indicated by change is the picture control method of the pachinko game machine by which it is indicated by halt and shifts to the aforementioned winning-a-prize state] The storage with which the program which can perform the picture control method of the pachinko game machine characterized by making different picture production perform to the aforementioned pachinko game machine is memorized.

[0034] "According to invention of (5) mentioned above [before and after shifting to the aforementioned winning-a-prize state] [that the program which can perform the picture control method of the pachinko game machine characterized by making different picture production perform to the aforementioned pachinko game machine is memorized"'s, and] It can distinguish now whether it is changing without the identification information picture by which it is indicated by change in the face of the game person shifting whether it is changing in the state of winning a prize to a winning-a-prize state, and possibility that a game person can grasp a game state clearly arises. Moreover, in a pachinko game machine, when it succeeds in a game person doing passage or the ON sphere of the pachinko ball to a position and the production by the light source changes, possibility of becoming easy to obtain the feelings of having stopped change of a pattern by one's hand produces a game person.

[0035] Furthermore, in the storage of this invention, although a game person also tends to sense pain, since the program made to direct using a picture in a pachinko game machine is memorized, possibility that a game can be performed produces seeing the pattern always changed for a long time, without a game person sensing

tedium. Possibility that high production of appeal nature can be performed arises by directing using a picture further again also to the game person to whom it is devoted to a game and the visual field is narrow.
[0036] Moreover, two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and it sets to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state A winning-a-prize change period until a halt indication of the identification information picture by which it is always [aforementioned] indicated by change after the identification information picture by which it is always [aforementioned] indicated by change is the picture control method of the pachinko game machine by which it is indicated by halt and shifts to the aforementioned winning-a-prize state is given, With a change period, always [usual] an identification information picture is always changed, without shifting to the aforementioned winning-a-prize state then You may constitute the aforementioned storage as the program which can perform the picture control method of the aforementioned pachinko game machine characterized by making different picture production perform to the aforementioned pachinko game machine is memorized.
[0037] According to the storage of this invention, always usually with a winning-a-prize change period in a change period Since the program to which picture production which is different in a pachinko game machine is made to carry out is memorized, In a pachinko game machine, it can distinguish now whether it is during the winning-a-prize change, and whether the identification information picture by which it is indicated by change in the face of the game person is usually always in a change period, and possibility that the game person itself can grasp a game state clearly arises. Moreover, in a pachinko game machine, when it is able to succeed in a game person doing passage or the ON sphere of the pachinko ball to a position and is able to be made to usually always shift to a winning-a-prize change period from a change period, possibility of becoming easy to obtain the feelings of having stopped change of a pattern by one's hand produces a game person.
[0038] Furthermore, in the storage of this invention, although a game person also tends to sense pain, since the program to which the production to which the picture was used for the pachinko game machine is made to carry out is memorized, possibility that a game can be performed produces seeing the pattern always changed for a long time, without a game person sensing tedium in a pachinko game machine. When a pachinko game machine directs using a picture, possibility that high production of appeal nature can be performed arises further again also to the game person to whom it is devoted to a game and the visual field is narrow.
[0039] The "identification information" concerning [definition-of-term etc. this

inventions] means identifiable information by visual senses, such as a character, a sign, a pattern, or a pattern (pattern). Moreover, the picture which indicates this identification information picture to be an "identification information picture" is said. This identification information picture is equivalent to the picture of the pattern mentioned later.

[0040] Moreover, it says setting "a display" in the state where an identification information picture may be checked by looking by the game person. Moreover, a "display" is a concept also containing display, such as a liquid crystal display (the LCD panel is called hereafter) which displays [change-] and displays [halt-] the movable object of the drum object with which the identification information picture like **** is displayed, and the identification information picture was drawn on the front face, a reel object, etc., and not only these but an identification information picture, and the Braun tube.

[0041] In moreover, when [the case where "a change display" changes into the pattern "8" which is the identification information of others / pattern / "7" / which is one identification information when identification information changes one by one] and when changing into other patterns "*" from a pattern "9" and displaying It is a concept containing the case where it moves one pattern "7" being displayed in a viewing area when the identification information moves and is displayed, while one identification information had been displayed in the viewing area which can display identification information, or both sides or either.

[0042] Furthermore, it is the concept included when the display mode of identification information changes (for example, when [the case where one pattern "7" deforms, and it is displayed oblong or is displayed longwise, when a pattern is expanded and displayed or is reduced and displayed] etc.).

[0043] On the other hand, the mode which a position is stopped and displays the identification information picture "a halt display" indicates a certain identification information to be is said.

[0044] Furthermore, "a regular change display" is already a mode by which a change indication of the identification information picture is given again, before the pachinko ball which a game person discharges carries out passage or the ON sphere of the position. Although it began to be indicated by change, and the halt display identification information picture ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position was automatic and it was indicated by halt in the conventional game In the game in this invention to which "a regular change display" is performed As mentioned above, before the pachinko ball which a game person discharges carries out passage or the ON sphere of the position A halt indication of the change display identification information picture ignited by a change indication of at least one of the identification information pictures already being given, and the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position is given.

[0045] "Different picture production" points out the production of a winning-a-prize change period and the mode in which a game person can usually always check the change by the change period by the visual sense, a background image which is different is used, or a thing which the same picture is made to color is mentioned. Moreover, in one side, such as not performing production which used the picture etc., when it is not in a winning-a-prize state, but performing picture production ignited by having shifted to the winning-a-prize state, a mode which performs picture production on the other hand, without performing production which used the picture is also contained.

[0046]

[Embodiments of the Invention] Below, the operation gestalt of this invention is explained based on a drawing.

[0047] The front view showing a general view of the game machine by [composition of pachinko game machine] this invention is shown in drawing 1 . In addition, in the operation gestalt explained below, the case where this invention is applied to a pachinko game machine as a suitable operation gestalt for the game machine concerning this invention is shown.

[0048] The game board 14 included in the pachinko game machine 10 by the main part frame 12 and the main part frame 12, The window frame 16 of the main part frame 12 prepared in the front face of the game board 14, and the upper pan 20 and the lower pan 22 prepared in the front face of the main part frame 12 with the window frame 16 down side, The discharge handle 26 prepared in the right-hand side of the lower pan 22, and the loudspeaker 46 (46a-46d) and ** which saw from the front face and were prepared in the four corners of the main part frame 12 are arranged. This loudspeaker 46 performs voice production which is different from a "winning-a-prize change period" by "it is usually always a change period" so that it may mention later.

[0049] Moreover, two or more obstacle nails (not shown) are driven into the front face of the game board 14. In addition, it does not consider as composition which drives in a nail, but the game board 14 is fabricated for a resin material, it is good also as composition implanted so that a metal rod-like structure may be projected in the game board 14 of this resin material at the front of the game board 14, and this invention can be applied also to the pachinko game machine 10 (party contest machine) which was mentioned above and which carried out **** composition. In addition, in this specification, it is a concept also containing a party contest machine in the pachinko game machine 10.

[0050] Furthermore, the discharge handle 26 is formed free [rotation] to the main part frame 12, and the game person can advance the pachinko game by operating the discharge handle 26. The discharge motor 28 is formed in the background of the discharge handle 26.

[0051] Furthermore, the touch sensor 29 is formed in the periphery section of the discharge handle 26 again. When a game person's hand touches a touch sensor 29, it is supposed by having emitted the touch detecting signal from the touch sensor 29,

and having emitted this signal that the game person supported the discharge handle 26. When the discharge handle 26 is supported by the game person and rotation operation is carried out in the direction of a clockwise rotation, according to the rotation angle, power is supplied to the discharge motor 28, and the pachinko ball stored by the upper pan 20 is discharged one by one by the game board 14.
[0052] The discharged pachinko ball is guided at the guide rail 30 prepared on the game board 14, moves to the upper part of the game board 14, and after that, changing the travelling direction by the collision with two or more obstacle nails mentioned above, the game board 14 goes caudad and it falls.
[0053] The expansion front view to which the game board 14 was expanded is shown in drawing 2 . In addition, the same sign was given to the component shown in drawing 1 mentioned above, and the corresponding component. Moreover, drawing 2 showed what was omitted about the obstacle nail mentioned above.
[0054] The display 32 (it is equivalent to "the display which displays [change-] or displays [halt-] two or more identification information pictures") which is the **** display mentioned later is formed in the center of abbreviation of the front face of the game board 14. Display 52 is formed in the center of the upper part of display 32. This display 52 consists of for example, 7 segment drops, and an adjustable indication of the common pattern which is display information is given so that change and a halt may be repeated.
[0055] The sphere passage detectors 55a and 55b are formed in the flank of right and left of display 32. When it detects that the pachinko ball passed through the near, after the change display of a pattern is usually started and predetermined carries out time progress in the display 52 mentioned above, the change display of a pattern usually stops this sphere passage detector 55a or 55b. Usually, a pattern is this information that consists of a number, a sign, etc., for example, are signs, such as numbers from "0" to "9", and "*."
[0056] When a pattern usually turns into this predetermined pattern, "7", it stops and it is displayed, current is supplied to the solenoid 57 (not shown) for driving the movable pieces 58a and 58b prepared in the both sides of right and left of the starting mouth 44 mentioned later, the movable pieces 58a and 58b are driven so that a pachinko ball may tend to go into the starting mouth 44 and may become it, and the starting mouth 44 is made to be in an open state. [for example,, In addition, when predetermined time passes after making the starting mouth 44 into an open state, a movable piece is driven, and a pachinko ball cannot enter easily and it is made to become by making the starting mouth 44 into a synizesis state.
[0057] Four hold lamps 34a-34d are formed in the both sides of right and left of the display 52 mentioned above. When it is stocked that the pachinko ball carried out the ON sphere to the starting mouth 44 when the ON sphere of the pachinko ball was carried out to the starting mouth 44 by operation of a game person, these hold lamps 34a-34d will be turned on based on the number of the internal lottery data stocked so that it may mention later.

[0058] Furthermore, the general winning-a-prize mouth 50 is formed in the upper part of display 52. Moreover, the winning-a-prize mouth 38 of a pachinko ball is formed in the lower part of the game board 14. Near this winning-a-prize mouth 38, the shutter 40 is formed free [opening and closing]. When the adjustable display game mentioned later changes into a great success state, a shutter 40 is driven by the solenoid 48 so that it may be in an open state.

[0059] The general winning-a-prize mouths 54a and 54b are formed in the both sides of right and left of the display 32 mentioned above. Furthermore, the general winning-a-prize mouths 54c and 54d are formed in the both sides of right and left of the lower part of display 32. Moreover, the winning-a-prize mouths 56a and 56b are specially formed in the edge of right and left of the game board 14, and the winning-a-prize mouths 56c and 56d are specially formed in the both sides of right and left of the winning-a-prize mouth 38.

[0060] Moreover, the starting mouth 44 which has the sphere detection sensor 42 used as the opportunity which shifts to a halt display state in two or more patterns which the adjustable display game mentioned later is started and are displayed on display 32, for example, the pattern which are three identification information, is formed. The winning-a-prize mouth 38 mentioned above, the starting mouth 44, the general winning-a-prize mouths 54a-54d, and when a pachinko ball wins specially a prize of the winning-a-prize mouths 56a-56d, it is made as [pay / the lower pan 22 / a number of pachinko balls beforehand set up according to the kind of winning-a-prize mouth]. In addition, although "a halt indication" of "the identification information picture by which it is always indicated by change" is given with this operation gestalt so that a pachinko ball may mention later to the starting mouth 44, when a pachinko ball carries out an ON sphere That what is necessary is just that "by which a halt indication of the identification information picture by which it is always indicated by change ignited by the pachinko ball having carried out passage or the ON sphere of the position is given" You may carry out an opportunity [having passed, even if a pachinko ball does not carry out / **** / an ON sphere ignited by the pachinko ball having carried out the ON sphere to positions other than starting mouth 44].

[0061] Furthermore, as mentioned above, after it is always indicated by change and the identification information picture which shows a pattern begins again, a pachinko ball carries out an ON sphere to the starting mouth 44. After calling the period until it shifts to a "winning-a-prize state" "Being usually always a change period", and a pachinko ball's carrying out an ON sphere to the starting mouth 44 and shifting to a "winning-a-prize state", until is called a "winning-a-prize change period" that a halt indication of the identification information picture is given, and an identification information picture always begins to indicate by change.

[0062] Furthermore, the rolling flare-part material 59a and 59b for guiding the path of a pachinko ball in the predetermined direction is also formed in the both sides of right and left of display 32 again. Moreover, the ornament lamp 36 (36a and 36b) is

formed in the outside upper left-hand side and outside upper right-hand side of the game board 14. This ornament lamp 36 performs production which differs from a "winning-a-prize change period" with the light source by "it is usually always a change period" so that it may mention later.
[0063] In addition, even if the portion which displays the production picture later mentioned in the display 32 mentioned above consists of a liquid crystal display panel, it may consist of the Braun tube. Moreover, in the example mentioned above, although it showed the case where it was prepared in the center of abbreviation of the front face of the game board 14 of the pachinko game machine 10 which is a game machine, if display 32 is a position by which a game person is seen, it is good also as forming display 32 in the position of what of a game machine.
[0064] The block diagram showing the control circuit of the pachinko game machine which is the operation gestalt of [composition of control section of pachinko game machine] this invention is shown in drawing 3 .
[0065] The discharge handle 26 mentioned above is connected to the interface-circuitry group 62 of the main-control circuit 60, and the interface-circuitry group 62 is connected to the input/output bus 64. After the angle signal which shows the rotation angle of the discharge handle 26 is changed into a predetermined signal by the interface-circuitry group 62, it is supplied to an input/output bus 64. The input/output bus 64 is made as [input / output and / a data signal or an address signal / by the central-process circuit (CPU is called hereafter) 66]. Moreover, the interior of CPU66 is equipped with the timer (not shown) mentioned later.
[0066] Moreover, the touch sensor 29 with which the discharge handle 26 was equipped is also connected to the interface-circuitry group 62 of the main-control circuit 60. After a touch sensor 29 emits the touch detecting signal which detects what a game person's hand touched in the interface-circuitry group 62, it is supplied to an input/output bus 64.
[0067] Moreover, the sphere detection sensor 42 is also connected to the interface-circuitry group 62 mentioned above, and when a pachinko ball passes the starting mouth 44, the sphere detection sensor 42 supplies a detecting signal to the interface-circuitry group 62. Furthermore, the sphere passage detector 55 is also connected to the interface-circuitry group 62, and the sphere passage detector 55 supplies a detecting signal to the interface-circuitry group 62, when it detects that the pachinko ball passed through the near.
[0068] ROM (read-only memory)68 and RAM (random access memory)70 are connected to the input/output bus 64 mentioned above. ROM68 records the control program which controls the flow of the whole game of a pachinko game machine. Furthermore, ROM68 stores various data, such as a program which chooses the sound data which is needed in case an adjustable display game is performed in the initial data for performing a control program, and display 32, and its sound data, and controls the program to reproduce, the blink operation pattern of the ornament lamp 36, a lighting color, etc., and a program which carries out the display control in

display 32, and the program. Moreover, RAM70 memorizes the value of the flag used by the program mentioned above, or a variable.
[0069] The control program in this operation gestalt contains the following to the pachinko game machine 10.
[0070] (A) "Program which can perform the light source control method of the pachinko game machine characterized by making different production by the aforementioned light source perform to the aforementioned pachinko game machine before and after shifting to the aforementioned winning-a-prize state"
[0071] (B) "Program which can perform the picture control method of the pachinko game machine characterized by making picture production which is different before and after shifting to the aforementioned winning-a-prize state perform to the aforementioned pachinko game machine"
[0072] (C) "Program which can perform the picture control method of the pachinko game machine characterized by making the production picture using the background image which constitutes the background in the aforementioned display display on the aforementioned pachinko game machine from the stage before shifting to the aforementioned winning-a-prize state"
[0073] (D) "Program which can perform the picture control method of the pachinko game machine characterized by choosing the production picture using at least one background image among different background images which constitute the background in the aforementioned display in each before and after shifting to the aforementioned winning-a-prize state, and making it display on the aforementioned pachinko game machine"
[0074] In addition, although the program in this operation gestalt was recorded on ROM68, it should just be recorded on storages, such as a hard disk drive unit, CD-ROM, and DVD. Moreover, even if these programs are not recorded beforehand, they may be recorded by RAM70 grade after powering on. Furthermore, each of a program may be recorded on the separate storage again.
[0075] Furthermore, the interface-circuitry group 72 is also connected to the input/output bus 64. A loudspeaker 46 (46a-46d), the discharge motor 28, solenoids 48 and 57, the hold lamp 34 (34a-34d), and the ornament lamp 36 are connected to the interface-circuitry group 72, and the interface-circuitry group 72 supplies a driving signal and drive power to it that each of the equipment mentioned above according to the result of data processing in CPU66 should be controlled. The ornament lamp 36 performs "production which a winning-a-prize change period and always [aforementioned / usual] changes with light sources in a change period", and the ornament lamp 36 performs "production which a winning-a-prize change period and always [aforementioned / usual] changes with light sources in a change period" so that it may mention later.
[0076] Moreover, a solenoid 48 is for carrying out the opening-and-closing drive of the **** shutter 40 mentioned above, and a solenoid 57 is for driving the **** movable pieces 58a and 58b mentioned above. Furthermore, the hold lamp 34 (34a-

34d) shows the number of times from which the combination of the pattern displayed on display 32 became effective. Furthermore, when a pachinko ball carries out the ON sphere of the ornament lamp 36 to the starting mouth 44 so that it may mention later further, when it becomes a time of a game being becoming it a great success, and reach, it blinks or lights up in the "winning-a-prize state" again to show a game person that.

[0077] Furthermore, the random-number-generation section 65 for a random number being generated is connected to the input/output bus 64 again. When the instruction for generating a random number is emitted from CPU66 to the random-number-generation section 65, the random-number-generation section 65 generates the random number of the predetermined range, and emits the signal which shows the value of the random number to an input/output bus 64. CPU66 determines the advance situation of a game with this generated random number. Internal lottery processing performed at Step S24 mentioned later by this is performed.

[0078] Moreover, "at least one or more identification information pictures are always change displays among two or more identification information pictures" of the pachinko game machine of this operation gestalt is carried out. Before the pachinko ball which a game person discharges carries out an ON sphere to the starting mouth 44, a change indication of "being at least one or more identification information pictures among two or more identification information pictures" is already given, and the game of the present distance is performed. And a halt indication of "the identification information picture by which it is always indicated by change" is given ignited by the pachinko ball which a game person discharges having carried out the ON sphere to the starting mouth 44, and a change indication of the identification information picture is given that the game of the following distance should be started so that it may mention later.

[0079] For this reason, after switching on the power supply of the pachinko game machine 10, based on the random number emitted from the random-number-generation section 65, internal lottery processing in which the advance situation of a game is determined is performed, and a change display is always started so that it may mention later. Moreover, by carrying out the ON sphere of the pachinko ball to the starting mouth 44, a halt indication of the pattern is given, it combines, and an internal lottery is performed that the advance situation of the game in the following distance should be determined.

[0080] Furthermore, the hold lamp 34 (34a-34d) mentioned above again When three internal lottery data recorded by internal lottery processing are recorded so that it may mention later When the 1st lights up and four internal lottery data are recorded, the 2nd lights up, when five internal lottery data are recorded, the 3rd lights up, and when six internal lottery data are recorded, the 4th lights up.

[0081] In addition, the random number emitted from the random-number-generation section 65 is recorded on RAM70 as data in which a lottery result is shown. For example, the record processing of data which shows a lottery result using the ****

data map shown in drawing 4 is explained. Drawing 4 is data in which a lottery result is shown, and shows each storage region of these data at a small rectangular head.
[0082] The data in which a lottery result is shown are recorded on the order which cast lots sequentially from the position of the sign A0 of drawing to RAM70, as shown in drawing 4 (A). In that case, the internal lottery data currently recorded on the position of a sign A0 are read, and the change display of the pattern in the present distance is started at it based on the internal lottery data. In addition, "FFFFFFFF" is recorded on the place where internal lottery data are not recorded as empty data. Moreover, by the time a halt indication of the pattern was given, when a lottery was performed, it was vacant sequentially from the position of a sign A0, data were searched, there were empty data, as shown in drawing 4 (B) and it distinguishes, internal lottery data are recorded on the place (in the case of drawing 4 (A), it corresponds to the position of a sign A1). Moreover, it is recorded one by one, and as shown in drawing 4 (C), when the position of sign A5, i.e., a maximum of six lottery result data, is recorded from the position of a sign A0, it is not recorded even if a lottery is performed. Moreover, when the change display of the pattern will be a halt display by giving a halt indication of the pattern by which it was indicated by change based on a lottery result, as shown in drawing 4 (D), it is vacant in the position of a sign A0, and "FFFFFFFF" is recorded as data. And the internal lottery data currently recorded on the position of a sign A1 are made to record on the position of a sign A0, as shown in drawing 4 (E). In addition, the internal lottery data after the position of a sign A1 are also vacant in the position (it corresponds to the position of the sign A1 of drawing 4 (E)) where it was recorded similarly and the last data were recorded, and record data "FFFFFFFF." Internal lottery data will be recorded on the position of a sign A0 by this.
[0083] Moreover, although a halt indication of the pattern by which it is always indicated by change will be given when the game in the present distance is completed when it is in the state shown in drawing 4 (A), namely, a pachinko ball carries out an ON sphere to the starting mouth 44, internal lottery processing is performed that the advance situation of the game in the following distance should be determined before it. for this reason, as the internal lottery data generated by the internal lottery processing show drawing 4 (B), when a halt indication of the pattern by which was recorded on the position of a sign A1 and it was indicated by change is given As shown in drawing 4 (E), the internal lottery data currently recorded on the position of the sign A1 in drawing 4 (B) will be recorded on the position of a sign A0, and internal lottery data will surely be recorded on the position of a sign A0. For this reason, the internal lottery data in the present distance will be recorded on the position of a sign A0, and the internal lottery data in the following distance will be recorded on the position of a sign A1, and the internal lottery data as 1-4 hold spheres will be recorded on the position of a sign A2 - A5.
[0084] Furthermore, the communication interface circuit 74 is also connected to the input/output bus 64, and a communication interface circuit 74 is again for carrying

out communication with server 80 grade through communication lines, such as a dial-up line network and a Local Area Network (LAN). In addition, although considered as the composition which consists only of a pachinko game machine with this operation gestalt, the pachinko game machine 10 is good also as composition connected to the server which can transmit and receive predetermined information so that it may mention later.

[0085] Furthermore, the display controller 200 is also connected to the interface-circuitry group 72, and a display controller 200 emits the driving signal for driving the display 32 connected to the display controller 200 based on the image display instruction emitted from the main-control circuit 60 again.

[0086] The block diagram showing the circuit of the display controller 200 which carried out [composition of display controller of pachinko game machine] **** is shown in drawing 5 .

[0087] The interface circuitry 202 is connected to the input/output bus 204, and the image display instruction emitted from the main-control circuit 60 mentioned above is supplied to an input/output bus 204 through an interface circuitry 202. The input/output bus 204 is made as [input / output and / a data signal or an address signal / by the central-process circuit (CPU is called hereafter) 206].

[0088] ROM (read-only memory)208 and RAM (random access memory)210 are connected to the input/output bus 204 mentioned above. ROM208 memorizes the display-control program for generating the driving signal supplied to display 32 based on the image display instruction emitted from the main-control circuit 60. On the other hand, RAM210 memorizes the value of the flag used by the program mentioned above, or a variable.

[0089] Furthermore, the image data processor (VDP is called hereafter) 212 is also connected to the input/output bus 204. This VDP212 is the processor which can perform various processings for displaying a picture on display 32 including circuits, such as the so-called sprite circuit, a screen circuit, and a pallet circuit.

[0090] ROM216 for image data and ** which memorize image data, such as Video RAM 214 for memorizing the image data according to the image display instruction emitted from the main-control circuit 60, image data of a background, image data of a pattern, and image data of a character, are connected at VDP212 mentioned above. Furthermore, the drive circuit 218 which emits the driving signal for driving display 32 is also connected to VDP212.

[0091] CPU206 mentioned above makes Video RAM 214 memorize the image data displayed on display 32 according to the image display instruction emitted from the main-control circuit 60 by reading and performing the display-control program memorized by ROM208. Display instructions, such as a background display instruction, and a pattern display instruction, a character display instruction, are contained in the image display instruction emitted from the main-control circuit 60.

[0092] Moreover, ROM216 for image data memorizes image data, such as character image data of the character of the data of the picture of the pattern which is an identification information picture, the dynamic body object displayed as a production screen, and background-image data which constitute the background of display 32, as mentioned above.

[0093] When indicating the pattern by change in display 32, in case the image data of the pattern mentioned above indicates by halt, it is used, and it contains the image data according to various display modes, for example, the expanded picture, the reduced picture, the picture which deformed. Moreover, the character image data mentioned above contains the image data to which a character is needed for displaying the mode which carries out a series of operation.

[0094] Next, the schematic diagram showing the concept of the image data generated by Video RAM 214 mentioned above is shown in drawing 6 .

[0095] As shown in drawing 6 , the size (the screen picture field R1 is called hereafter) of the image data generated by screen-display instruction at Video RAM 214 is set up so that it may become larger than the viewing area R2 displayed on display 32. In addition, in drawing 6 , the screen picture field R1 shows the field surrounded as the solid line, and a viewing area R2 shows the field surrounded with the dashed line. Thus, by setting up, the picture which should be displayed on display 32 can be smoothly indicated by scrolling so that it may mention later.

[0096] When a pattern display instruction is emitted from the main-control circuit 60, VDP212 arranges the image data read to the position in Video RAM 214 corresponding to the position which should display the picture of a pattern on display 32, after reading the image data of each pictures D1-D3 which show the pattern which is an identification information picture from ROM216 for image data.

[0097] Moreover, when a character display instruction is emitted from the main-control circuit 60, VDP212 arranges the image data read to the position in Video RAM 214 corresponding to the position which should display the picture of a character on display 32, after reading each image data of the character pictures C1-C3 from ROM216 for image data.

[0098] Furthermore, when a background display instruction is emitted from the main-control circuit 60, VDP212 arranges the image data read to the position in Video RAM 214 corresponding to the position which should display the picture of a background on display 32 again, after reading the image data of the picture B1 of a background from ROM216 for image data.

[0099] After VDP212 generates image data to Video RAM 214, it reads only the image data memorized by the viewing area R2 from Video RAM 214, and supplies it to the drive circuit 218 by making this into a status signal. And as mentioned above, the pattern which is an "identification information picture" is "change-displaying or halt displaying" by displaying a picture the whole coma and making the display position of the picture change.

[0100] Moreover, as shown in drawing 7 , various kinds of image data is contained in the background-image data mentioned above. Drawing 7 (A) is a background image which directs "the street lined with large buildings of daytime", and the background image to which the background image to which the background image to which drawing 7 (B) directs "the street of daytime", and drawing 7 (C) direct "the plateau of daytime", and drawing 7 (D) direct "the street lined with large buildings of night", and drawing 7 (E) are background images which direct "a morning street lined with large buildings."

[0101] By recording image data on Video RAM 214, as [example of the display of picture] **** was carried out, a picture is displayed on display 32 and a game is advanced. The example of a display of the picture displayed in this game comes to be shown in drawing 13 from drawing 8 .

[0102] Drawing 10 shows the example displayed in the mode by which a change indication of each of three patterns is always given in "being usually always a change period" from drawing 8 . Moreover, drawing 11 and drawing 12 show the example as which the pattern by which it was always indicated by change was displayed in the mode by which it is indicated by halt in a "winning-a-prize change period." Furthermore, after a halt indication of each of three patterns is given, each of the pattern scrolls outside a screen, and drawing 13 combines, and shows the example displayed in the mode in which it scrolls and each of three new patterns appears from the outside of a screen while always indicating by change again. In addition, although each of the pattern shown in drawing 13 from drawing 8 is drawn as a static image, since change-displaying or halt displaying cannot express it clearly, the pattern by which it is indicated by change is drawn as if the pattern was actually indicating by change.

[0103] As shown in the upper part of display 32 at drawing 8 , a change indication of the three patterns is given and the character is displayed on the lower part of display 32. Each of three patterns is drawn on three boards which rotate to lengthwise, and the change display of a pattern is performed by changing, whenever the board half-rotates. Moreover, that a character should indicate each of three patterns by which it is indicated by change by halt in "being usually always a change period", although a beam beam of light is emitted, a change indication of each of three patterns is given, without applying the beam beam of light to a board. In addition, it continues a change display until it carries out the ON sphere of each of three patterns to the starting mouth 44 which the pachinko ball mentioned above so that it may mention later.

[0104] Furthermore, in "being usually always a change period", as various background images are displayed and it is shown in drawing 8 , and shown in drawing 9 and drawing 10 other than production which perform a game in "the street lined with large buildings of daytime", it may be carried out by the production which performs a game changing in "the street of daytime", and "the plateau of daytime." This is determined based on internal lottery data so that it may mention later. In addition, even if it changes into certain "being usually always a change period", and production may be performed, even if this production changes in each of "being usually always a change period" and production is performed, it changes in "being usually always a change period″ and production is performed further, it changes in a ″winning-a-prize change period″, and production may be performed. Moreover, it expresses that the display image shown in drawing 10 has the high probability which shifts to a great success state rather than the case where the display image shown in drawing 8 and drawing 9 is displayed, and production to which the robot which is a character has emitted the beam beam of light on all sides in ″the plateau of daytime″ is performed.

[0105] And the board on which the beam beam of light emitted from the character hit the board on which the chart on the left handle was drawn, and the pattern was drawn moves caudad by carrying out an ON sphere to the starting mouth 44 which the pachinko ball mentioned above in ″being usually always a change period″, when a change indication of each of three patterns is always given (it being equivalent to a ″winning-a-prize state″), decelerating the rotation. Moreover, in ″being usually always a change period″, production which changes from the background image which directed **** ″the street lined with large buildings of daytime″ shown in drawing 8 to the background image which directed **** ″the street lined with large buildings of night″ shown in drawing 11 is performed by carrying out an ON sphere to the starting mouth 44 which the pachinko ball mentioned above.

[0106] And it is indicated by halt and a chart on the left handle is decided as an effective pattern, as shown in drawing 11 (between after shifting to a ″winning-a-prize state″ until it is ″indicated by″ halt is equivalent to a ″winning-a-prize change period″). Moreover, production for [this] indicating by halt is performed also in a right-hand side pattern and a central pattern like a chart on the left handle, and as shown in drawing 12 , a halt indication of all of each of three patterns is given. In addition, the production usual in the turn of a chart on the left handle, a right-hand side pattern, and a central pattern is performed.

[0107] The combination of the pattern which indicated by halt is ″7″. - ″7″ - When in agreement with predetermined combination (a great success pattern is called henceforth), such as ″7″, it shifts to a game state advantageous to a game person, i.e., a great success state. When not in agreement with the great success pattern which the combination of the pattern which indicated by halt mentioned above on the other hand, the usual game is performed succeedingly.

[0108] Usually, in the case where a game is continued, as shown in drawing 13 , three patterns by which it was indicated by halt in the last distance scroll caudad, and disappear out of a screen. Moreover, while three patterns by which it is indicated by change newly scroll from the upper part of display 32 simultaneously with it, it is displayed on display 32. And as shown in drawing 10 from drawing 8 , a change indication of the pattern is always given.

[0109] Furthermore, it not only changes a background image, the identification information picture which shows a pattern, and a display image including a character picture, but in this operation gestalt, it changes the voice uttered from a loudspeaker 46, and the electric spectaculars of ornament lamp 36 grade, and various kinds of production is performed. Drawing 14 shows five examples among the production including the display image mentioned above performed by voice and electric spectaculars. In addition, since it is difficult, as shown in drawing 14 , the voice pattern A, the voice pattern B, --, the electric-spectaculars pattern A, and the electric-spectaculars pattern B show expressing voice and electric spectaculars.

[0110] ", usually always, in change period", as shown in drawing 14 , production in a pattern is performed from a pattern 1 at a pattern 3 and the time of a start. The display image shown in drawing 8 is expressed as a pattern 1. And the voice pattern A is emitted from a loudspeaker 46, and the ornament lamp 36 emits light by the electric-spectaculars pattern A. Moreover, as for a pattern 2, like a pattern 1, the display image shown in drawing 9 is displayed, and a loudspeaker 46 to the voice pattern B is emitted, and the ornament lamp 36 emits light by the electric-spectaculars pattern B. Furthermore, with a pattern 3, the display image shown in drawing 10 is displayed, and the voice pattern C is emitted from a loudspeaker 46, and the ornament lamp 36 emits light by the electric-spectaculars pattern C again. Furthermore, at the time of a start, the display image which shows a pattern to drawing 13 is displayed, and a loudspeaker 46 to the voice pattern E is emitted, and the ornament lamp 36 emits light by the electric-spectaculars pattern E again. Moreover, in a "winning-a-prize change period", the voice pattern D is emitted from a loudspeaker 46, and the ornament lamp 36 emits light by the electric-spectaculars pattern D.

[0111] The sub routine which controls the pachinko game machine 10 performed in the main-control circuit 60 which carried out [operation of pachinko game machine] **** is shown in drawing 21 from drawing 15 . In addition, the sub routine shown in drawing 15 is called and performed from the main program of the pachinko game machine 10 currently performed beforehand to predetermined timing.

[0112] The pachinko game machine 10 is started beforehand below, and the variable used in CPU66 mentioned above shall be initialized by the predetermined value, and shall carry out regular operation.

[0113] First, in a pachinko game machine, as shown in drawing 15 , pachinko ball detection processing is performed (Step S11). At this step S11, as for CPU66, processing according to the detection result is performed so that it may be detected by each sensor whether the pachinko ball passed or won a prize and it may mention the large winning-a-prize mouth 38, the winning-a-prize mouths 50 and 54, the starting mouth 44, and sphere passage detector 55 grade later. Furthermore, an update process of awarded-balls processing, the number of accumulation consumption spheres recorded cumulatively, and the number of accumulation awarded balls is also performed so that it may mention later. When this processing is completed, processing is moved to Step S12.

[0114] Next, image display processing is performed (Step S12). In this processing, the image data which was set to Video RAM 214 in image data, and was set to the Video RAM 214 is displayed so that it may mention later. When this processing is completed, processing is moved to Step S13.

[0115] Next, voice regeneration is performed (Step S13). In this processing, it **** voice by choosing or generating voice data and supplying the voice data to the interface-circuitry group 72 at a loudspeaker so that it may mention later. When this processing is completed, processing is moved to Step S14.

[0116] Next, electric-spectaculars control processing is performed (Step S14). The electric spectaculars of the hold lamp 34 and ornament lamp 36 grade are controlled by this processing. When this processing is completed, this sub routine is terminated immediately.

[0117] In Step S11 which carried out [pachinko ball detection processing] ****, the sub routine shown in drawing 16 is called.

[0118] By the pachinko ball detection routine, as shown in drawing 16 , it judges whether the pachinko ball went into the winning-a-prize mouth (Step S21). This winning-a-prize mouth is the general winning-a-prize mouth 50, 54a-54d, and the special winning-a-prize mouths 56a-56d in the example shown in drawing 2 mentioned above, for example. In Step S21, when it distinguishes that the pachinko ball went into the winning-a-prize mouth, processing which pays out a number of pachinko balls beforehand defined according to the kind of winning-a-prize mouth is performed (Step S22).

[0119] Next, it judges whether the pachinko ball went into the starting mouth (Step S23). This starting is the starting mouth 44 in the example shown in drawing 2 mentioned above, for example. In this step S23, when it distinguishes that the pachinko ball went into the starting mouth, internal lottery processing is performed (Step S24).

[0120] CPU66 makes the random-number-generation section 65 generate a random number in the internal lottery processing mentioned above. The generated random number is recorded on RAM70 as internal lottery data in which a lottery result is shown, as shown in drawing 4 . In addition, as mentioned above, when the internal lottery data in which six lottery results are shown are recorded on RAM70, it is not recorded even if a lottery is performed.

[0121] In addition, in the pachinko game machine 10 in this operation gestalt, CPU66 makes a power up generate a random number by the random-number-generation section 65, and records internal lottery data on it in the position of the sign A0 of RAM70 based on the random number. By this, a change display will be performed so that it may mention later. That is, when the game result based on internal lottery data is already determined before a pachinko ball carries out an ON sphere to the starting mouth 44, and a pachinko ball carries out an ON sphere to the starting mouth 44 by operation of a game person, in the internal lottery processing which it is indicated by halt and performed after an ON sphere, the game result in the game performed in the following distance is determined.

[0122] Moreover, when internal lottery data are made to record on the position of the sign A2 of RAM70 - A5 based on the processing, hold lamps [34a-34d] each is made to turn on, as mentioned above, although CPU66 performs internal lottery processing when the ON sphere of the pachinko ball is carried out to the starting mouth 44 by operation of a game person. Specifically, when internal lottery data were recorded on the signs A0-A2 of RAM70 and it distinguishes, CPU66 When only hold lamp 34a was made to turn on, internal lottery data were recorded on the signs A0-A3 of RAM70 and it distinguishes When two of the hold lamps 34a and 34b were made to turn on, internal lottery data were recorded on the signs A0-A4 of RAM70 and it distinguishes When the hold lamps 34a-34c were made to turn on, and internal lottery data were recorded on the sign A0 of RAM70 - A5 and it distinguishes, the hold lamps 34a-34d are made to turn on. When it is stocked by this that the pachinko ball carried out the ON sphere to the starting mouth 44, hold lamps [34a-34d] each will light up.

[0123] Furthermore, it judges whether the pachinko ball passed the sphere passage detector (Step S25). This sphere passage detector is the sphere passage detectors 55a and 55b in the example shown in drawing 2 mentioned above, for example. In this step S25, when a sphere passage detector is distinguished as the pachinko ball passed, as mentioned above, processing which usually indicates the pattern by change in display 52 is performed (Step S26).

[0124] In addition, as mentioned above, when are indicated by change and it becomes [at which the pattern usually stopped] a predetermined pattern, a pachinko ball tends to go into the starting mouth 44, and it is made to become it, as the movable pieces 58a and 58b are driven and it will be in an open state about the starting mouth 44.

[0125] Next, it judges whether it is in a great success state (Step S27). In this step S27, when it distinguished that it is in a great success state, and CPU66 performed shutter drive processing (Step S28), and was not in the great success state and it distinguishes, it terminates this sub routine immediately. The drive current to a solenoid 48 is controlled by this step S28 that the opening-and-closing drive of the shutter 40 should be carried out. When this processing is completed, this sub routine is terminated immediately.

[0126] In Step S12 which carried out [image display processing] ****, the sub routine shown in drawing 17 is called.

[0127] By the image display routine, as shown in drawing 17 , it judges whether the 2nd internal lottery data, i.e., the data currently recorded on the position of a sign A1 shown in drawing 4 , is "FFFFFFFF(s)" (Step S31). In addition, it will distinguish, if the 2nd internal lottery data is recorded when the data currently recorded on the position of a sign A1 are not "FFFFFFFF", and when the data currently recorded on the position of a sign A1 are "FFFFFFFF", if the 2nd internal lottery data is not recorded, it will distinguish. When the 2nd internal lottery data is not recorded, processing is moved to Step S32, and when the 2nd internal lottery data is recorded, processing is moved to Step S33. In addition, since internal lottery data are always recorded on the position of the sign A0 of RAM70 as mentioned above, the ON sphere of the pachinko ball is carried out to the starting mouth 44, by performing internal lottery processing, by recording internal lottery data on the position of a sign A1, processing is moved and the halt display which mentions later is performed to Step S33.

[0128] Subsequently, change display processing is performed in processing of Step S32. It is equivalent to processing of ″being usually always a change period″ until the pachinko ball which a game person discharges after the change display was always made succeedingly, as it was shown in drawing 10 from drawing 8 , after a pattern always started a change display, as this processing is shown in drawing 13 carries out passage or the ON sphere of the position and it shifts to a ″winning-a-prize state.″ In this processing, as mentioned above, CPU66 indicates each of three patterns by change, is combined, and displays a background image and a character picture. In addition, production by which a halt indication of at least one of the patterns is given from the beginning, and production in which scroll and the pattern which is newly displayed, and by which it is indicated by change is made to appear while making the pattern by which it was indicated by halt scroll, after being indicated by halt are also performed. Immediately after this processing is completed, this sub routine is terminated.

[0129] Moreover, halt display processing is performed in processing of Step S33. As this processing is shown in drawing 10 from drawing 8 , it is in the state where a change indication of the pattern is always given intermittently. The pachinko ball which a game person discharges carried out passage or the ON sphere of the position. As it is started ignited by having shifted to the winning-a-prize state and is shown in drawing 11 , a halt indication of each of the pattern by which it was always indicated by change is given. It is equivalent to processing of a ″winning-a-prize change period″ until a halt indication of all the patterns by which it was always indicated by change is given, and a change indication of the new pattern is always given as shown in drawing 13 , as shown in drawing 12 . In this processing, as mentioned above, CPU66 indicates each of three patterns by which it is indicated by change by halt, is combined, and displays a background image and a character picture. Immediately after this processing is completed, this sub routine is terminated.

[0130] In Step S32 which carried out [regular change display-processing] ****, the sub routine shown in drawing 18 is called.

[0131] Background-image data selection processing in ″being usually always a change period″ is performed to the beginning (Step S41). In this processing, CPU66 determines the background image to display based on the internal lottery data currently recorded on the position of A0 shown in drawing 4 . CPU66 supplies a background display instruction to a display controller 200 through an input/output bus 64 and the interface-circuitry group 72. In addition, the data in which a background image is shown are contained in this instruction.

[0132] In a display controller 200, through an interface circuitry 202 and an input/output bus 204, a background display instruction is received, and CPU206 records each data on RAM210, combines it, and supplies a background display instruction to VDP212. VDP212 which received the background display instruction reads desired background-image data from ROM216 for image data based on those data, and records them on Video RAM 214 while it reads each data from RAM208 (Step S42). After this processing is completed, processing is moved to Step S43.

[0133] Next, pattern image data selection processing in "being usually always a change period" is performed (Step S43). In this processing, CPU66 determines the background image to display based on the internal lottery data currently recorded on the position of A0 shown in drawing 4 . CPU66 supplies a background display instruction to a display controller 200 through an input/output bus 64 and the interface-circuitry group 72. In addition, the display-position data of a pattern picture, the data in which the kind of the image data is shown are contained in this instruction.

[0134] In a display controller 200, through an interface circuitry 202 and an input/output bus 204, a pattern display instruction is received, and CPU206 records each data on RAM210, combines it, and supplies a pattern display instruction to VDP212 so that it may mention above. VDP212 which received the background display instruction reads desired pattern image data from ROM216 for image data based on those data, and records it on Video RAM 214 while it reads each data from RAM208 (Step S44). After this processing is completed, processing is moved to Step S45.

[0135] Next, character image data selection processing in "being usually always a change period" is performed (Step S45). In this processing, CPU66 determines the character picture to display based on the internal lottery data currently recorded on the position of A0 shown in drawing 4 . CPU66 supplies a character display instruction to a display controller 200 through an input/output bus 64 and the interface-circuitry group 72. In addition, the display-position data of a character picture, the data in which the kind of the image data is shown are contained in this instruction.

[0136] In a display controller 200, through an interface circuitry 202 and an input/output bus 204, a character display instruction is received, and CPU206 records each data on RAM210, combines it, and supplies a character display instruction to VDP212 so that it may mention above. VDP212 which received the character display instruction reads desired character image data from ROM216 for image data based on those data, and records it on Video RAM 214 while it reads each data from RAM208 (Step S46). After this processing is completed, processing is moved to Step S47.

[0137] Subsequently, the recorded image data is regenerated (Step S47). In this processing, VDP212 reads the image data recorded on Video RAM 214, supplies it to the drive circuit 218, and the drive circuit 218 which received image data changes image data into a predetermined signal, and it supplies it to display 32. Thereby, the display 32 which received the predetermined signal displays a picture. Immediately after this processing is completed, this sub routine is terminated.

[0138] In Step S23 which carried out [halt change processing] ****, the sub routine shown in drawing 16 is called.

[0139] Background-image data selection processing in "being usually always a change period" is performed to the beginning (Step S61). In this processing, CPU66 determines the background image to display based on the internal lottery data currently recorded on the position of A0 shown in drawing 4 . CPU66 supplies a background display instruction to a display controller 200 through an input/output bus 64 and the interface-circuitry group 72. In addition, the data in which a background image is shown are contained in this instruction.

[0140] In a display controller 200, through an interface circuitry 202 and an input/output bus 204, a background display instruction is received, and CPU206 records each data on RAM210, combines it, and supplies a background display instruction to VDP212. VDP212 which received the background display instruction reads desired background-image data from ROM216 for image data based on those data, and records them on Video RAM 214 while it reads each data from RAM208 (Step S62). After this processing is completed, processing is moved to Step S63.

[0141] Next, pattern image data selection processing in "being usually always a change period" is performed (Step S63). In this processing, CPU66 determines the background image to display based on the internal lottery data currently recorded on the position of A0 shown in drawing 4 . CPU66 supplies a background display instruction to a display controller 200 through an input/output bus 64 and the interface-circuitry group 72. In addition, the display-position data of a pattern picture, the data in which the kind of the image data is shown are contained in this instruction.

[0142] In a display controller 200, through an interface circuitry 202 and an input/output bus 204, a pattern display instruction is received, and CPU206 records each data on RAM210, combines it, and supplies a pattern display instruction to VDP212 so that it may mention above. VDP212 which received the background display instruction reads desired pattern image data from ROM216 for image data based on those data, and records it on Video RAM 214 while it reads each data from RAM208 (Step S64). After this processing is completed, processing is moved to Step S65.

[0143] Next, character image data selection processing in "being usually always a change period" is performed (Step S65). In this processing, CPU66 determines the character picture to display based on the internal lottery data currently recorded on the position of A0 shown in drawing 4 . CPU66 supplies a character display instruction to a display controller 200 through an input/output bus 64 and the interface-circuitry group 72. In addition, the display-position data of a character picture, the data in which the kind of the image data is shown are contained in this instruction.

[0144] In a display controller 200, through an interface circuitry 202 and an input/output bus 204, a character display instruction is received, and CPU206 records each data on RAM210, combines it, and supplies a character display instruction to VDP212 so that it may mention above. VDP212 which received the character display instruction reads desired character image data from ROM216 for image data based on those data, and records it on Video RAM 214 while it reads each data from RAM208 (Step S66). After this processing is completed, processing is moved to Step S67.

[0145] Subsequently, the recorded image data is regenerated (Step S67). In this processing, VDP212 reads the image data recorded on Video RAM 214, supplies it to the drive circuit 218, and the drive circuit 218 which received image data changes image data into a predetermined signal, and it supplies it to display 32. Thereby, the display 32 which received the predetermined signal displays a picture. After this processing is completed, processing is moved to Step S68.

[0146] Subsequently, it judges whether winning-a-prize upset condition was completed (Step S68). CPU66 terminates this sub routine immediately, when it distinguishes, after it moved processing to Step S69 and the "winning-a-prize change period" had not expired, when it distinguished that the "winning-a-prize change period" expired.

[0147] Subsequently, at Step S69, internal lottery data re-record processing is performed. In this processing, CPU66 sets to "FFFFFFFF" the internal lottery data currently recorded on the position of the sign A0 of RAM70, as shown in drawing 4 . And when the internal lottery data currently recorded on the position of a sign A1 are "FFFFFFFF", after terminating this processing, processing is moved to Step S58. On the other hand, when the internal lottery data currently recorded on the position of a sign A1 are not "FFFFFFFF", the value is recorded on the position of a sign A0. Then, it carries out to the position of a sign A2, a sign A3, and a sign A4 as well as the method recorded in the position of a sign A0 and a sign A1. And like before, when the internal lottery data currently recorded on the position of sign A5 are "FFFFFFFF", after terminating this processing, finally processing is moved to Step S58. On the other hand, when the internal lottery data currently recorded on the position of sign A5 are not "FFFFFFFF", the value is recorded on the position of a sign A4, is combined, and "FFFFFFFF" is recorded on the position of sign A5. And immediately after terminating this processing, this sub routine is terminated.

[0148] By performing processing of Step S41 mentioned above, Step S42, Step 45, Step S46, Step S47, Step S61, Step S62, Step 65, Step S66, and Step S67 ["picture production which is different before and after shifting to the aforementioned winning-a-prize state is performed"'s, and] It can distinguish now whether it is changing without the identification information picture by which it is indicated by change in the face of the game person shifting whether it is changing in the state of winning a prize to a winning-a-prize state, and possibility that a game person can grasp a game state clearly arises. Moreover, when it succeeds in a game person doing passage or the ON sphere of the pachinko ball to a position and the production by the light source changes, possibility of becoming easy to obtain the feelings of having stopped change of a pattern by one's hand produces a game person.

[0149] Furthermore, in the pachinko game machine of this invention, although a game person also tends to sense pain, since it is directing using a picture, possibility that a game can be performed produces seeing the pattern always changed for a long time, without a game person sensing tedium. Possibility that high production of appeal nature can be performed arises by directing using a picture further again also to the game person to whom it is devoted to a game and the visual field is narrow.

[0150] Furthermore, possibility that a game will be continuable with pleasure arises again, without "the production picture using the background image which constitutes the background in the aforementioned display is displayed from the stage before shifting to the aforementioned winning-a-prize state"'s, and a game person sensing tedium and pain.

[0151] Moreover, possibility that it can continue a game, preventing efficiently whether it shifts, for example to an advantageous game state depending on the content of a display of a background image and that a game person senses tedium and pain since a game person may perform a game with a hope, and enjoying itself over a long time arises.

[0152] Furthermore, possibility that high production of appeal nature can be performed arises by directing using a background image also to the game person to whom it is devoted to a game and the visual field is narrow.

[0153] Furthermore, it is "choosing and displaying the production picture using at least one background image among different background images which constitute the background in the aforementioned display in each before and after shifting to the aforementioned winning-a-prize state", and possibility that a game will be continuable with pleasure arises again, without a game person sensing tedium and pain.

[0154] Moreover, since at least one is chosen from different background images and it is made to display, Abundant variations will be born also to picture production. depending on the content of a display of the background image Possibility that it can continue a game arises preventing efficiently that a game person senses tedium and pain, and enjoying itself over a long time, since a game person may perform a game with whether it shifts, for example to an advantageous game state, and a hope.

[0155] Furthermore, possibility that high production of appeal nature can be performed arises by directing using a background image also to the game person to whom it is devoted to a game and the visual field is narrow.

[0156] In Step S13 which carried out [voice regeneration] ****, the sub routine shown in drawing 20 is called.

[0157] By the voice regeneration routine, as shown in drawing 20 , it judges whether the 2nd internal lottery data, i.e., the data currently recorded on the position of a sign A1 shown in drawing 4 , is "FFFFFFFF(s)" (Step S81). In addition, it will distinguish, if the 2nd internal lottery data is recorded when the data currently recorded on the position of a sign A1 are not "FFFFFFFF", and when the data currently recorded on the position of a sign A1 are "FFFFFFFF", if the 2nd internal lottery data is not recorded, it will distinguish. When the 2nd internal lottery data is not recorded, processing is moved to Step S82, and when the 2nd internal lottery data is recorded, processing is moved to Step S83. In addition, since internal lottery data are always recorded on the position of the sign A0 of RAM70 as mentioned above, the ON sphere of the pachinko ball is carried out to the starting mouth 44, and the voice data regeneration in the "winning-a-prize change period" which moves processing and is later mentioned to Step S83 is performed by recording internal lottery data on the position of a sign A1 by performing internal lottery processing.

[0158] Subsequently, in processing of Step S82, the voice data regeneration in "being usually always a change period" is performed. In this processing, CPU66 reads the voice data in "being usually always a change period", and records it on RAM70. [which was recorded on ROM68] And CPU66 supplies the voice data in "being usually always a change period" recorded on RAM70 to the interface-circuitry group 72 through an input/output bus 64. ", usually always, the interface-circuitry group 72 which received the voice data in change period" changes the voice data into a predetermined signal, and supplies it to a loudspeaker 46. The voice in "being usually always a change period" is uttered from a loudspeaker 46 by this. Immediately after this processing is completed, this sub routine is terminated.

[0159] Moreover, in processing of Step S23, the voice data regeneration in a "winning-a-prize change period" is performed. In this processing, CPU66 reads the voice data in a "winning-a-prize change period" recorded on ROM68, and records it on RAM70. And CPU66 supplies the voice data in the "winning-a-prize change period" recorded on RAM70 to the interface-circuitry group 72 through an input/output bus 64. The interface-circuitry group 72 which received the voice data in a "winning-a-prize change period" changes the voice data into a predetermined signal, and supplies it to a loudspeaker 46. The voice in a "winning-a-prize change period" is uttered from a loudspeaker 46 by this. Immediately after this processing is completed, this sub routine is terminated.

[0160] In Step S14 which carried out [electric-spectaculars control processing] ****, the sub routine shown in drawing 21 is called.

[0161] In an electric-spectaculars control manipulation routine, as shown in drawing 21 , it judges whether the 2nd internal lottery data, i.e., the data currently recorded on the position of a sign A1 shown in drawing 4 , is "FFFFFFFF(s)" (Step S91). In addition, it will distinguish, if the 2nd internal lottery data is recorded when the data currently recorded on the position of a sign A1 are not "FFFFFFFF", and when the data currently recorded on the position of a sign A1 are "FFFFFFFF", if the 2nd internal lottery data is not recorded, it will distinguish. When the 2nd internal lottery data is not recorded, processing is moved to Step S92, and when the 2nd internal lottery data is recorded, processing is moved to Step S93. In addition, since internal lottery data are always recorded on the position of the sign A0 of RAM70 as mentioned above, electric-spectaculars control processing in "being usually always a change period" which moves processing and mentions later to Step S92 is usually performed. And the ON sphere of the pachinko ball is carried out to the starting mouth 44, and electric-spectaculars control processing in the "winning-a-prize change period" which moves processing and is later mentioned to Step S93 is performed by recording internal lottery data on the position of a sign A1 by performing internal lottery processing.

[0162] Subsequently, processing of Step S92 and Step S93 is explained using drawing 24 from drawing 22 . Drawing 22 is explanatory drawing showing the driving signal which blinks the ornament lamp 36 in the electric-spectaculars control processing mentioned above, and drawing 23 and drawing 24 are the schematic diagrams showing the blink mode of the ornament lamp 36.

[0163] In processing of Step S92, electric-spectaculars control processing in "being usually always a change period" is performed. In this processing, CPU66 reads the electric-spectaculars pattern data in "being usually always a change period" recorded on ROM68, and records them on RAM70. And CPU66 supplies the electric-spectaculars pattern data in "being usually always a change period" recorded on RAM70 to the interface-circuitry group 72 through an input/output bus 64. ", usually always, the data is changed into the **** predetermined driving pulse which shows drawing 22 (A), and the interface-circuitry group 72 which received the electric-spectaculars pattern data in change period" supplies it to the ornament lamp 36. Electric-spectaculars control in "being usually always a change period" is performed by this. In addition, this driving pulse repeats blink with a predetermined period, and makes red color the ornament lamp 36, as shown in drawing 23 . Immediately after this processing is completed, this sub routine is terminated.

[0164] moreover, electric-spectaculars control **** [in / a "winning-a-prize change period" / by processing of Step S93] -- in this processing, CPU66 reads the electric-spectaculars pattern data in a "winning-a-prize change period" recorded on ROM68, and records them on RAM70 And CPU66 supplies the electric-spectaculars pattern data in the "winning-a-prize change period" recorded on RAM70 to the interface-circuitry group 72 through an input/output bus 64. The electric-spectaculars pattern data is changed into the **** predetermined signal which shows drawing 22 (B), and the interface-circuitry group 72 which received the electric-spectaculars pattern data in a "winning-a-prize change period" supplies it to the ornament lamp 36. Electric-spectaculars control in a "winning-a-prize change period" is performed by this. In addition, this driving pulse repeats blink in the abbreviation half of the predetermined period mentioned above, and makes orange color the ornament lamp 36, as shown in drawing 24 . Immediately after this processing is completed, this sub routine is terminated.

[0165] By processing Step S91 to the step S93 mentioned above, ["before and after shifting to the aforementioned winning-a-prize state, different production by the aforementioned light source is performed"'s, and] It can distinguish now whether it is changing without the identification information picture by which it is indicated by change in the face of the game person shifting whether it is changing in the state of winning a prize to a winning-a-prize state, and possibility that a game person can grasp a game state clearly arises. Moreover, when it succeeds in a game person doing passage or the ON sphere of the pachinko ball to a position and the production by the light source changes, possibility of becoming easy to obtain the feelings of having stopped change of a pattern by one's hand produces a game person.

[0166] Furthermore, in the pachinko game machine of this invention, since it is directing using the light source, possibility that high production of appeal nature can be performed not only arises also to the game person to whom it is devoted to a game and the visual field is narrow, but possibility that a game can be performed arises, without a game person sensing tedium.

[0167] Moreover, a winning-a-prize change period until a halt indication of the identification information picture by which it is always [aforementioned] indicated by change after shifting to the "aforementioned winning-a-prize state is given, With a change period, always [usual] an identification information picture is always changed, without shifting to the aforementioned winning-a-prize state then It can distinguish now whether it is during the winning-a-prize change, and whether the identification information picture by which it is indicated [that different production by the aforementioned light source is performed"'s and] by change in the face of the game person is usually always in a change period, and possibility that the game person itself can grasp a game state clearly arises. Moreover, when a game person is able to succeed in carrying out passage or an ON sphere to a position and is able to make a pachinko ball usually always shift to a winning-a-prize change period from a change period, possibility of becoming easy to obtain the feelings of having stopped change of a pattern by one's hand produces a game person.

[0168] Furthermore, in the pachinko game machine of this invention, since it is directing using the light source, possibility that high production of appeal nature can be performed not only arises also to the game person to whom it is devoted to a game and the visual field is narrow, but possibility that a game can be performed arises, without a game person sensing tedium.

[0169] In the operation gestalt mentioned above, although considered as the composition which consists only of a pachinko game machine 10, as shown in drawing 25 , it is good also as considering as the server 80 and composition which the pachinko game machine 10 is connected to a server 80, and can transmit and receive predetermined information. Specifically, a server 80 may generate the **** image data mentioned above, and may supply the image data to the pachinko game machine 10 which is a terminal unit, and the pachinko game machine 10 which

received image data may display [server] a picture based on the image data. Of course, based on the image display signal supplied from a server 80, the pachinko game machine 10 may choose image data, and may display a picture.
[0170] That is, a server 80 controls the pachinko game machine 10, and has the following functions.
[0171] (A) ″different production by the aforementioned light source is made to perform″ to the aforementioned pachinko game machine, before and after shifting to the aforementioned winning-a-prize state -- the function controlled like
[0172] (B) ″picture production which is different before and after shifting to the aforementioned winning-a-prize state is made to perform″ to the aforementioned pachinko game machine -- the function controlled like
[0173] (C) the ″production picture using the background image which constitutes the background in the aforementioned display is made to display″ on the aforementioned pachinko game machine from the stage before shifting to the aforementioned winning-a-prize state -- the function controlled like
[0174] (D) ″you choose the production picture using at least one background image among different background images which constitute the background in the aforementioned display, and make it display″ on the aforementioned pachinko game machine in each before and after shifting to the aforementioned winning-a-prize state -- the function controlled like
[0175] Thus, the same operation and same effect as the thing in the pachinko game machine 10 mentioned above also as composition whose server 80 controls the pachinko game machine 10 can be acquired.
[0176] Furthermore, as a terminal unit connected to the server 80, even if it uses a personal computer, a cellular phone, etc., the server 80 can acquire the same operation and the same effect satisfactory again by transmitting the data in which the image data for making it display and its image data are shown to a terminal unit.
[0177]
[Effect of the Invention] According to this invention, [″the production picture using the background image which constitutes the background in the aforementioned display is displayed from the stage before shifting to the aforementioned winning-a-prize state″'s, and] It can distinguish now whether it is changing without the identification information picture by which it is indicated by change in the face of the game person shifting whether it is changing in the state of winning a prize to a winning-a-prize state, and possibility that a game person can grasp a game state clearly arises.

[Translation done.]

* NOTICES *

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2.**** shows the word which can not be translated.

3.In the drawings, any words are not translated.

DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] It is the front view showing a general view of the pachinko game machine by this invention.

[Drawing 2] It is the expansion front view of the game face of a board of the pachinko game machine by this invention.

[Drawing 3] It is the block diagram showing the main-control circuit of the pachinko game machine which is the operation gestalt of this invention.

[Drawing 4] It is the schematic diagram showing the record method of the lottery result of the pachinko game machine by this invention.

[Drawing 5] It is the block diagram showing the display controller of the pachinko game machine which is the operation gestalt of this invention.

[Drawing 6] It is the schematic diagram showing the concept of arrangement of the image data in the Video RAM of a display controller.

[Drawing 7] It is the schematic diagram showing the background screen displayed on the display of the pachinko game machine by this invention.

[Drawing 8] It is the schematic diagram showing the screen display of the pachinko game machine by this invention.

[Drawing 9] It is the schematic diagram showing the screen display of the pachinko game machine by this invention.

[Drawing 10] It is the schematic diagram showing the screen display of the pachinko game machine by this invention.

[Drawing 11] It is the schematic diagram showing the screen display of the pachinko game machine by this invention.

[Drawing 12] It is the schematic diagram showing the screen display of the pachinko game machine by this invention.

[Drawing 13] It is the schematic diagram showing the screen display of the pachinko game machine by this invention.

[Drawing 14] It is explanatory drawing showing the production method of the pachinko game machine by this invention.

[Drawing 15] It is drawing showing the flow chart of the control processing performed in a pachinko game machine.

[Drawing 16] It is drawing showing the flow chart of the control processing

performed in a pachinko game machine.
[Drawing 17] It is drawing showing the flow chart of the control processing performed in a pachinko game machine.
[Drawing 18] It is drawing showing the flow chart of the control processing performed in a pachinko game machine.
[Drawing 19] It is drawing showing the flow chart of the control processing performed in a pachinko game machine.
[Drawing 20] It is drawing showing the flow chart of the control processing performed in a pachinko game machine.
[Drawing 21] It is drawing showing the flow chart of the control processing performed in a pachinko game machine.
[Drawing 22] It is explanatory drawing showing the driving signal which makes the ornament lamp in a pachinko game machine drive.
[Drawing 23] It is the schematic diagram showing the mode of the ornament lamp in a pachinko game machine.
[Drawing 24] It is the schematic diagram showing the mode of the ornament lamp in a pachinko game machine.
[Drawing 25] It is drawing showing the outline at the time of considering as the composition to which the server and the pachinko game machine were connected through the network.
[Description of Notations]
10 Pachinko Game Machine
26 Discharge Handle
32 Display
42 Sphere Detection Sensor
44 Starting Mouth
60 Main-Control Circuit
62 72 Interface-circuitry group
64,204 Input/output bus
65 Random-Number-Generation Section
66,206 CPU
68,208 ROM
70,210 RAM
80 Server
200 Display Controller
202 Interface Circuitry
212 VDP
214 Video RAM
216 ROM for Image Data

[Translation done.]

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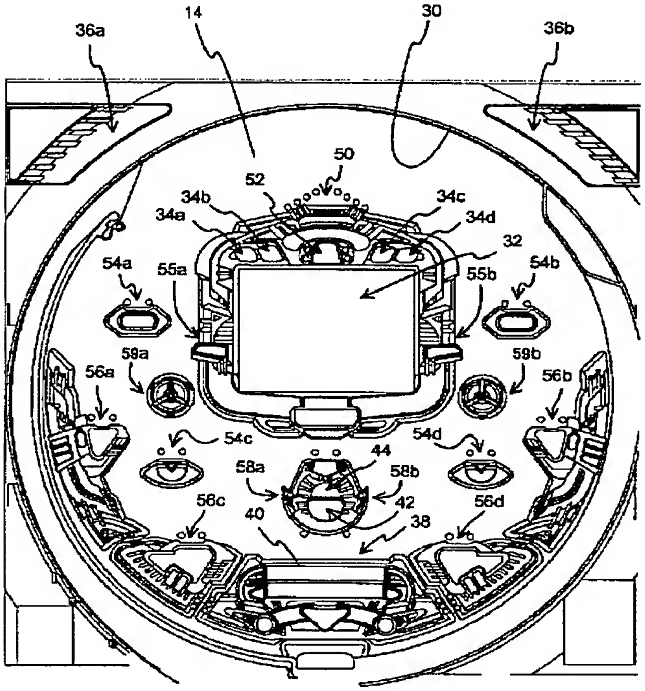
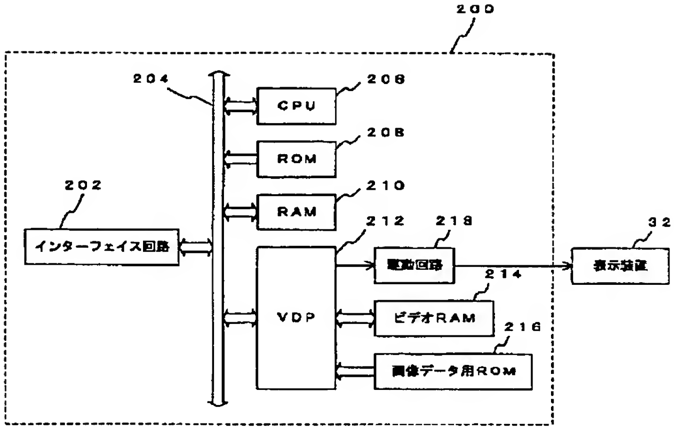
3.In the drawings, any words are not translated.

DRAWINGS

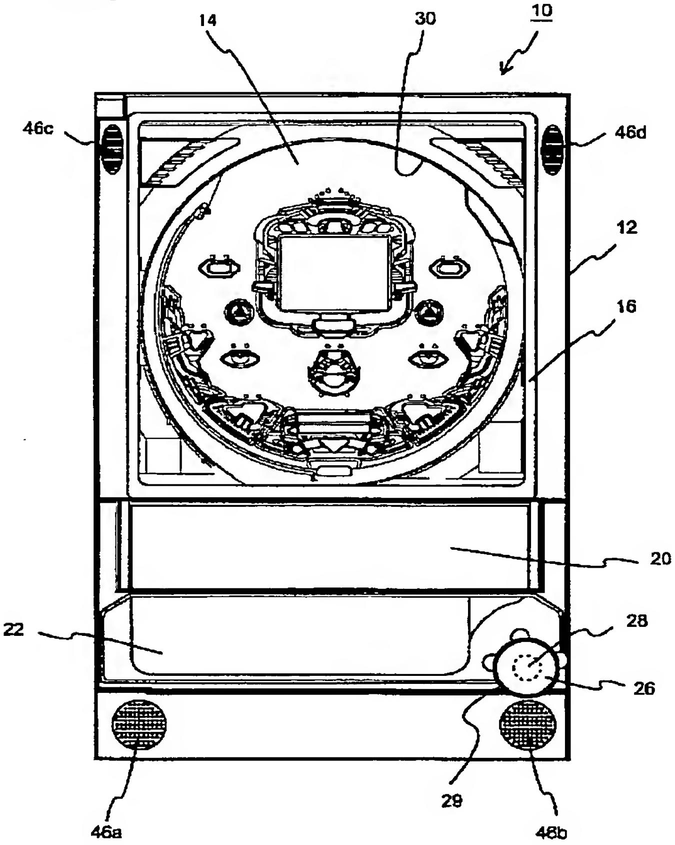
[Drawing 2]


36a
14
30
36b
50
52
34b
34a
34c
34d
32
54a
55a
55b
54b
59a
59b
56a
56b
54c
54d
44
58a
58b
42
56c
40
38
56d

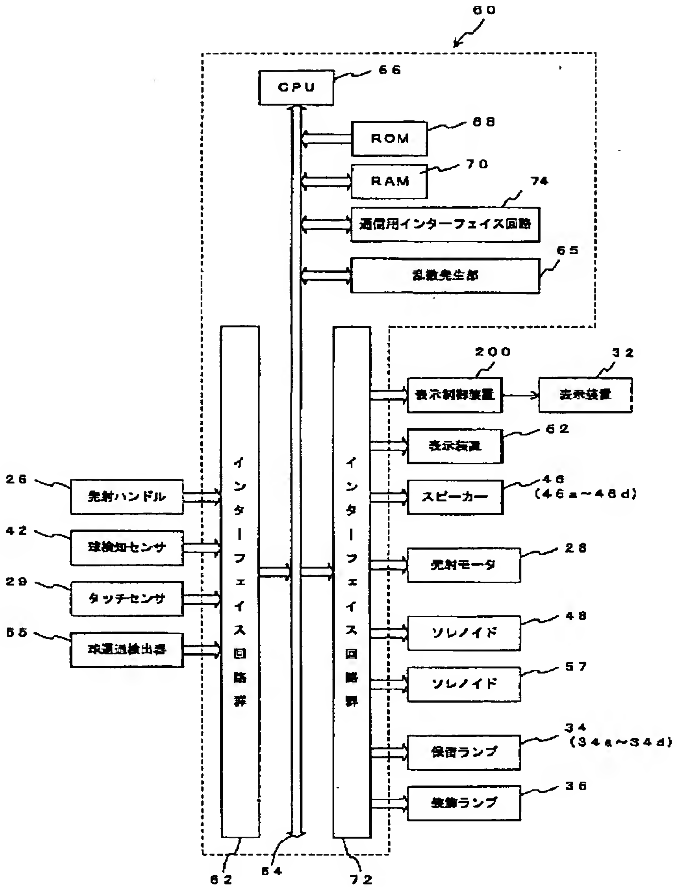
[Drawing 5]


200
204
CPU
206
ROM
208
202
RAM
210
インターフェイス回路
212
218
32
VDP
駆動回路
表示装置
214
ビデオRAM
216
画像データ用ROM

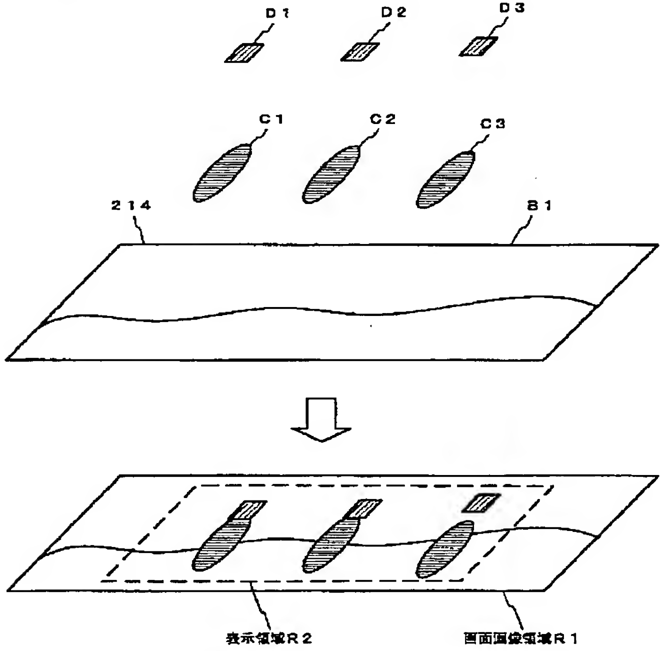
[Drawing 1]


14
30
10
46c
46d
12
16
20
28
22
26
29
46a
46b

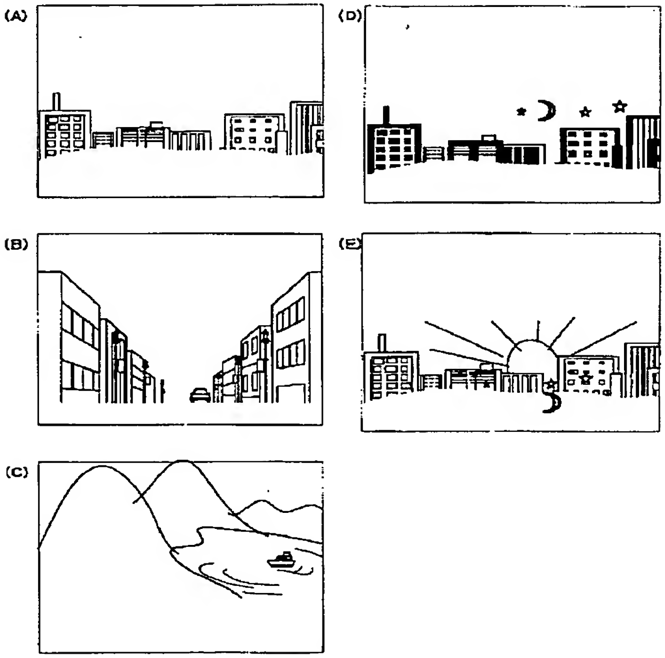
[Drawing 3]


60
CPU
66
ROM
68
RAM
70
74
通信用インターフェイス回路
65
乱数発生部
200
表示制御装置
32
表示装置
62
表示装置
46
(46a～46d)
スピーカー
28
発射モータ
48
ソレノイド
57
ソレノイド
34
(34a～34d)
保留ランプ
36
装飾ランプ
26
発射ハンドル
42
球検知センサ
29
タッチセンサ
55
球通過検出器
インターフェイス回路群
インターフェイス回路群
62
64
72

[Drawing 6]


D1
D2
D3
C1
C2
C3
214
B1
表示領域R2
画面画像領域R1

[Drawing 7]



[Drawing 4]

(A)

A0	12345678	現在の行程の抽選結果データ
A1	FFFFFFFF	次の行程の抽選結果データ
A2	FFFFFFFF	
A3	FFFFFFFF	
A4	FFFFFFFF	
A5	FFFFFFFF	

(B)

A0	12345678	現在の抽選結果
A1	23456789	次の行程の抽選結果データ
A2	FFFFFFFF	貯留1
A3	FFFFFFFF	
A4	FFFFFFFF	
A5	FFFFFFFF	

(C)

A0	12345678	現在の抽選結果
A1	23456789	次の行程の抽選結果データ
A2	34567890	貯留1
A3	45678901	貯留2
A4	56789012	貯留3
A5	67890123	貯留4

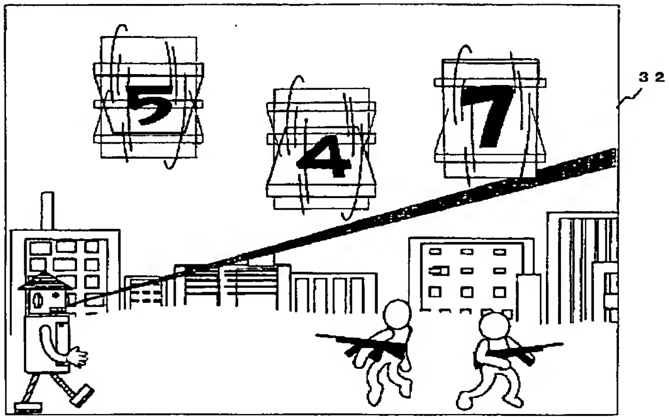
(D)

A0	FFFFFFFF	現在の抽選結果
A1	23456789	次の行程の抽選結果データ
A2	FFFFFFFF	
A3	FFFFFFFF	
A4	FFFFFFFF	
A5	FFFFFFFF	

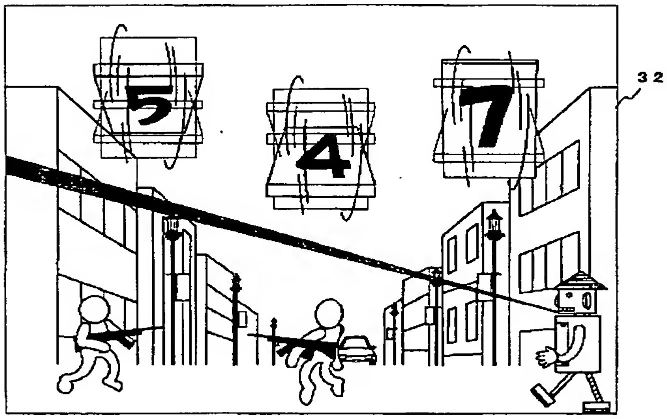
(E)

A0	23456789	現在の抽選結果
A1	FFFFFFFF	
A2	FFFFFFFF	
A3	FFFFFFFF	
A4	FFFFFFFF	
A5	FFFFFFFF	

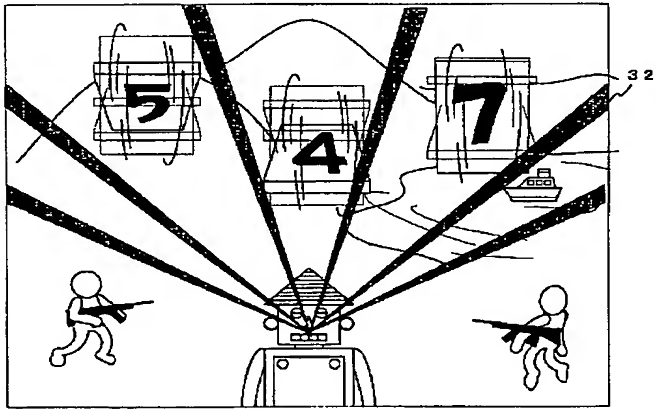
[Drawing 8]



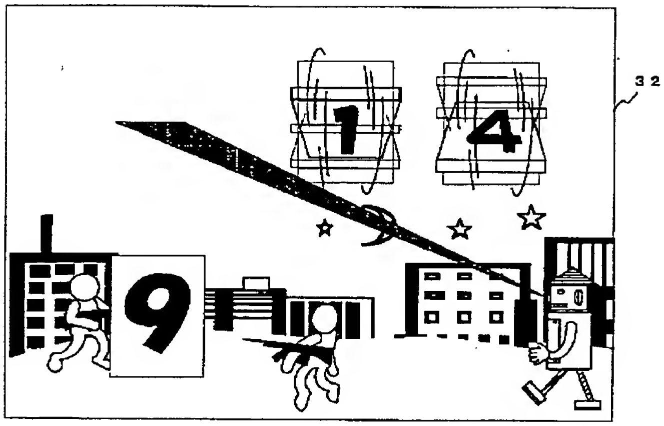
[Drawing 9]



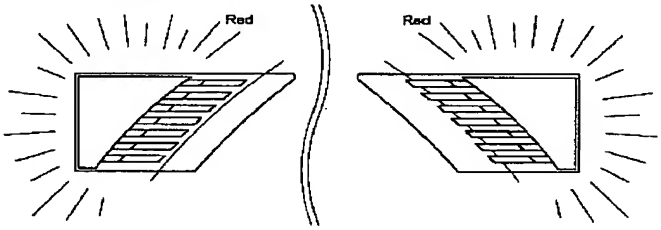
[Drawing 10]



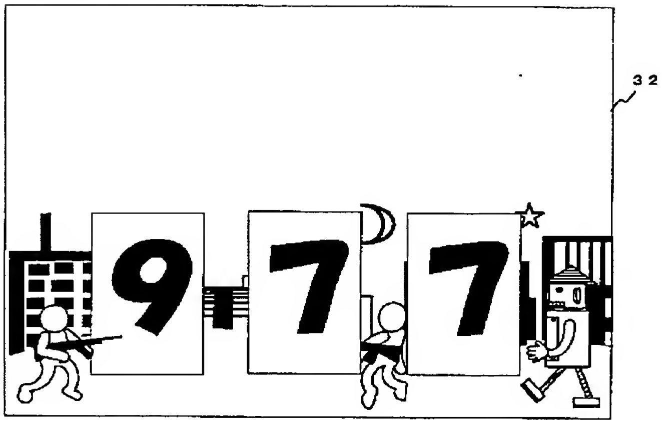
[Drawing 11]



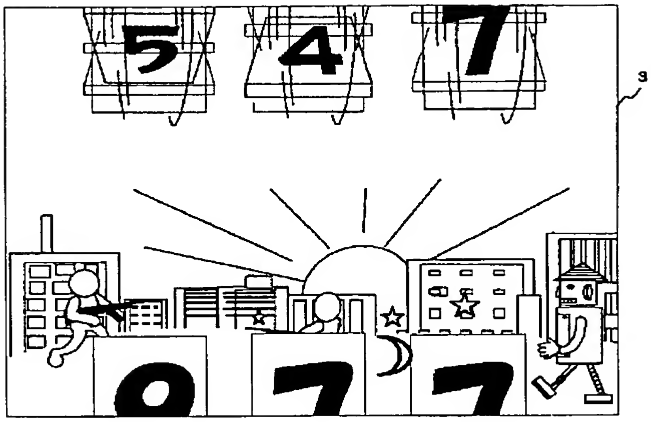
[Drawing 23]



[Drawing 12]



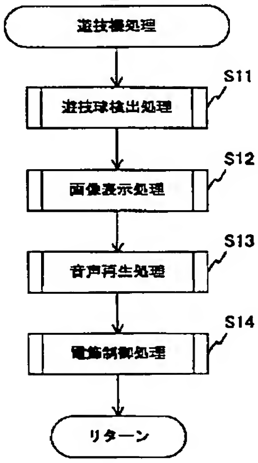
[Drawing 13]



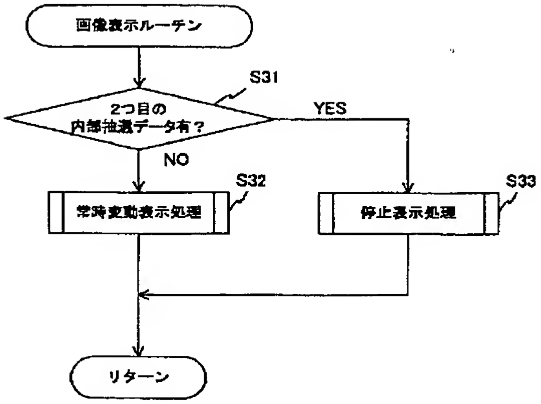
[Drawing 14]

パターン	演出項目	演出内容
「通常常時変動期間」パターン1（図8参照）	識別情報画像	常時変動表示
	背景画像	「昼のビル街」（図7(A)参照）
	キャラクタ画像	画面左右に移動しながらビーム光線を発する
	音声	音声パターンA
	電飾	電飾パターンA
「通常常時変動期間」パターン2（図9参照）	識別情報画像	常時変動表示
	背景画像	「昼の街頭」（図7(B)参照）
	キャラクタ画像	画面左右に移動しながらビーム光線を発する
	音声	音声パターンB
	電飾	電飾パターンB
「通常常時変動期間」パターン3（図10参照）	識別情報画像	常時変動表示
	背景画像	「昼の高原」（図7(C)参照）
	キャラクタ画像	画面中央でビーム光線を四方に発する
	音声	音声パターンC
	電飾	電飾パターンC
「入賞変動期間」パターン1（図11、図12参照）	識別情報画像	常時変動表示から停止表示に移行
	背景画像	「夜のビル街」（図7(D)参照）
	キャラクタ画像	画面右端でビームを発し、図柄の各々を停止させ、停止表示
	音声	音声パターンD
	電飾	電飾パターンD
「通常常時変動期間」開始時パターン（図13参照）	識別情報画像	停止表示された図柄画面外に移動、常時変動表示された新たな図柄が画面外から登場
	背景画像	「朝のビル街」（図7(E)参照）
	キャラクタ画像	画面右端で停止表示
	音声	音声パターンE
	電飾	電飾パターンE

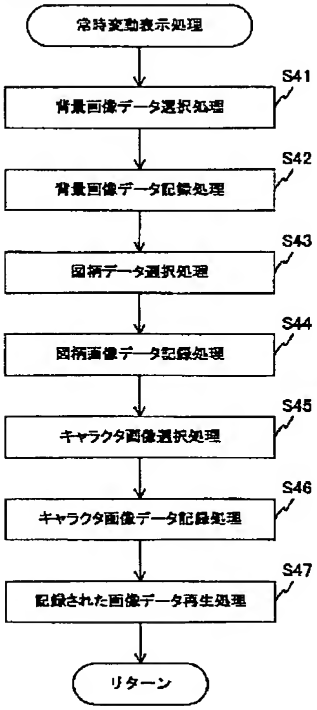
[Drawing 15]



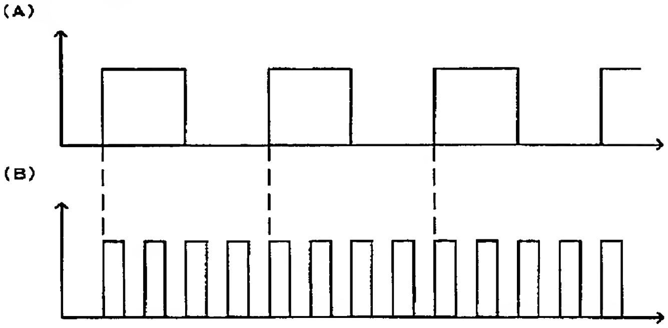
[Drawing 17]


画像表示ルーチン
S31
2つ目の
内部抽選データ有？
YES
NO
S32
常時変動表示処理
S33
停止表示処理
リターン

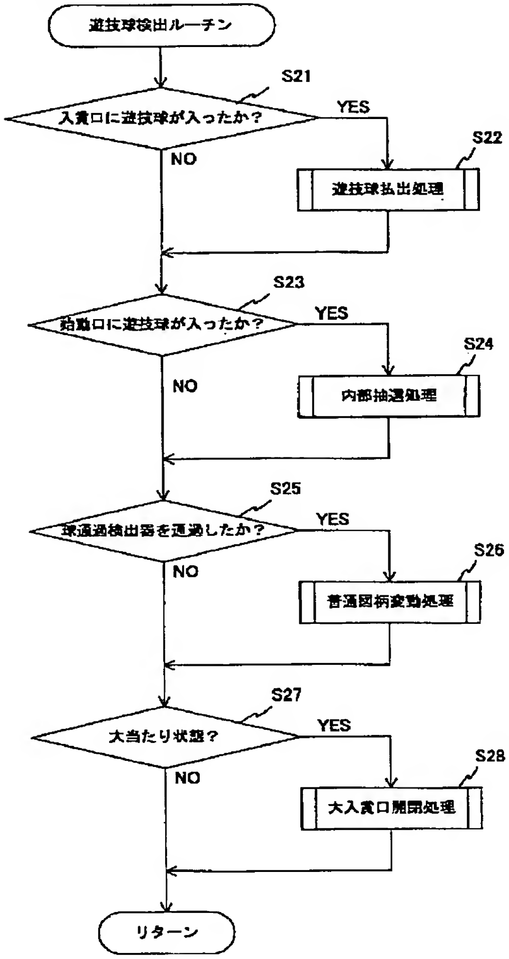
[Drawing 18]


常時変動表示処理
S41
背景画像データ選択処理
S42
背景画像データ記録処理
S43
図柄データ選択処理
S44
図柄画像データ記録処理
S45
キャラクタ画像選択処理
S46
キャラクタ画像データ記録処理
S47
記録された画像データ再生処理
リターン

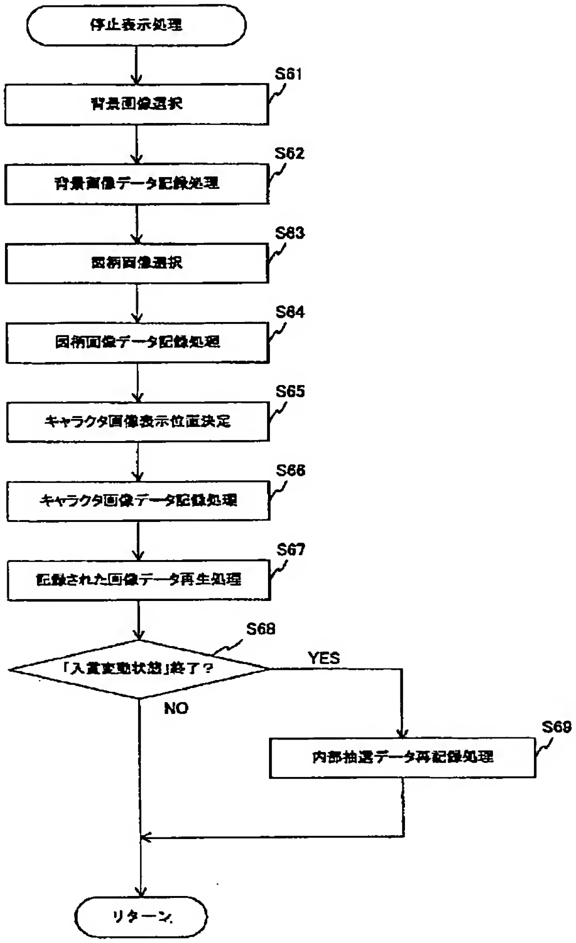
[Drawing 22]



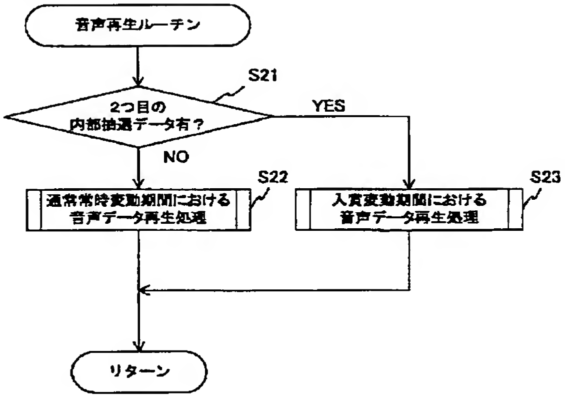
[Drawing 16]


遊技球検出ルーチン
S21
入賞口に遊技球が入ったか？
YES
NO
S22
遊技球払出処理
S23
始動口に遊技球が入ったか？
YES
NO
S24
内部抽選処理
S25
球通過検出器を通過したか？
YES
NO
S26
普通図柄変動処理
S27
大当たり状態？
YES
NO
S28
大入賞口開閉処理
リターン

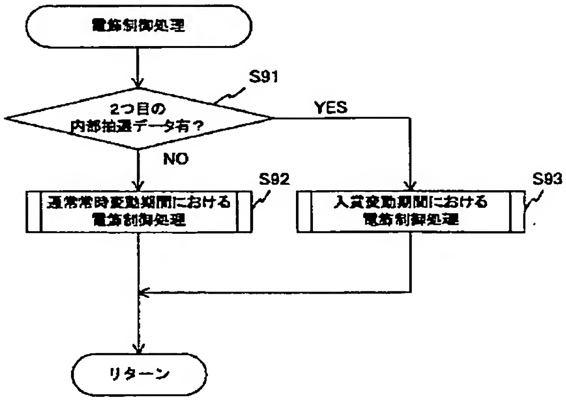
[Drawing 19]


停止表示処理
S61
背景画像選択
S62
背景画像データ記録処理
S63
図柄画像選択
S64
図柄画像データ記録処理
S65
キャラクタ画像表示位置決定
S66
キャラクタ画像データ記録処理
S67
記録された画像データ再生処理
S68
「入賞変動状態」終了？
YES
NO
S69
内部抽選データ再記録処理
リターン

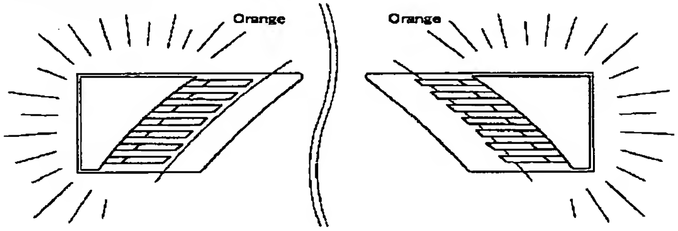
[Drawing 20]


音声再生ルーチン
S21
2つ目の
内部抽選データ有？
YES
NO
S22
通常常時変動期間における
音声データ再生処理
S23
入賞変動期間における
音声データ再生処理
リターン

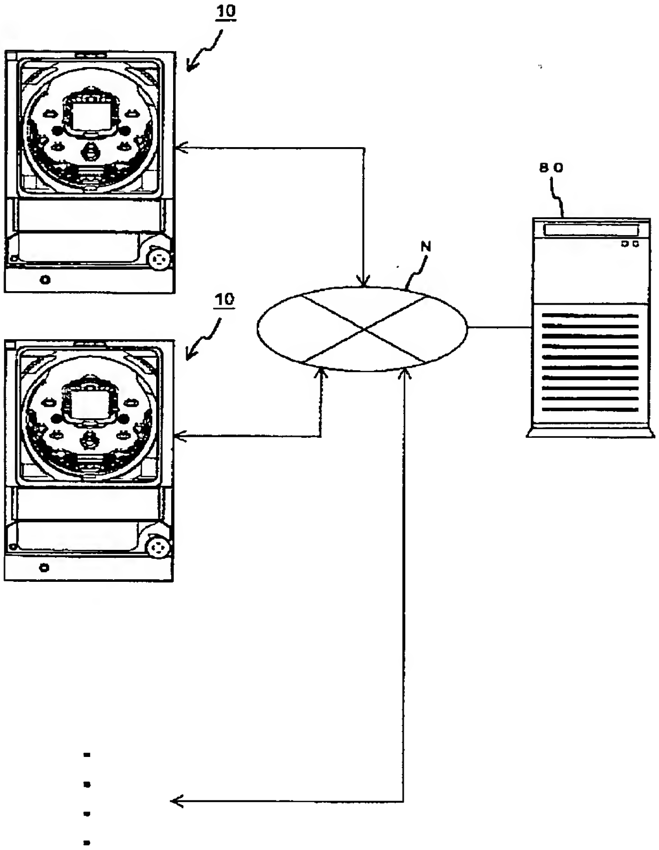
[Drawing 21]


電飾制御処理
S91
2つ目の
内部抽選データ有？
YES
NO
S92
通常常時変動期間における
電飾制御処理
S93
入賞変動期間における
電飾制御処理
リターン

[Drawing 24]


Orange
Orange

[Drawing 25]



[Translation done.]